

Blazing Crescendo

① R

Instant

Target creature gets +3/+1 until end of turn.

Exile the top card of your library.
Until the end of your next turn, you
may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bristling Backwoods

Land - - Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {R} or {G}.

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Cacophony Scamp

®

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

When this creature dies, it deals damage equal to its power to any target.

1/1

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Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cacophony Scamp (R) Creature -- Phyrexian Goblin Warrior Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) When this creature dies, it deals damage equal to its power to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Callous Sell-Sword (1)(B) Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Callous Sell-Sword (1)(B) Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crash Through (R) Sorcery Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crash Through (R) Sorcery Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Annihilation (2)(R) Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Annihilation (2)(R) Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grab the Prize

① R

Sorcery

As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

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As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.

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Jagged Barrens

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {B} or {R}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear

®

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear

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Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monstrous Rage R Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monstrous Rage R Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Shock deals 2 damage to any target.

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① ② R

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

- * When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
- * Target creature you control gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- * When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
- * Target creature you control gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

[sidebar]

2/2

- - - ADVENTURE - - -

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

[sidebar]

2/2

- - - ADVENTURE - - -

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

Trample
Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Trample
Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature.

[sidebar]

1/2

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Fiery Annihilation 2R Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Annihilation 2R Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rebel Salvo 2R Instant Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rebel Salvo 2R Instant Affinity for Equipment (This spell costs {1} less to cast for each Equipment you control.) Rebel Salvo deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return the Favor RR Instant Spree (Choose one or more additional costs.) + {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy. + {1} -- Change the target of target spell or ability with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return the Favor RR Instant Spree (Choose one or more additional costs.) + {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy. + {1} -- Change the target of target spell or ability with a single target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Screaming Nemesis 2 R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonesplitter Bolt X R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Stonesplitter Bolt deals X damage to target creature or planeswalker. If this spell was bargained, it deals twice X damage to that permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonesplitter Bolt X R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Stonesplitter Bolt deals X damage to target creature or planeswalker. If this spell was bargained, it deals twice X damage to that permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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