Amonkhet Raceway

Land

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{T}: Add {C}.
Max speed -- {T}: Target creature gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boltwave Ⓡ

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burnout Bashtronaut Ⓡ

Creature -- Goblin Warrior

Menace
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Antenne, Murselm - Standard v3 Group F77E32 (Stinging Vitriol, Stingerqui sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Burnout Bashtronaut (R)

Creature -- Goblin Warrior

Menace
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gastal Thrillseeker (B)(R)

Creature -- Lizard Berserker

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
When this creature enters, it deals 1 damage to target opponent and you gain 1 life.
Max speed -- This creature has deathtouch and haste.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gastal Thrillseeker (B)(R)

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Max speed -- This creature has deathtouch and haste.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunted Ridge

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {B} or {R}.

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{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hazoret, Godseeker {1}{R}

Legendary Creature -- God

Indestructible, haste
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{1}, {T}: Target creature with power 2 or less can't be blocked this turn.
Hazoret can't attack or block unless you have max speed.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hazoret, Godseeker {1}{R}

Legendary Creature -- God

Indestructible, haste
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{1}, {T}: Target creature with power 2 or less can't be blocked this turn.
Hazoret can't attack or block unless you have max speed.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ingris Stingerquill {B}{R}{R}

Legendary Creature -- Elder Sphinx

Flying
Whenever a creature you control attacks, that creature deals 1 damage to each opponent.
{4}: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Then creatures you control gain haste until end of turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of Barbs {1}{R}

Creature -- Lizard Bard

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of Barbs {1}{R}

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Menace
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero {1}{B}

Instant

Target creature has base power and toughness 0/0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pompous Battlemage {R}

Creature -- Goblin Sorcerer

Prowess
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/1

- - - OTHER FACE - - -

Improvised Act {R}

Sorcery

You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- - - OTHER FACE - - -

Improvised Act {R}

Sorcery

You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingcaster Mage {1}{R}

Creature -- Human Wizard

Haste
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Antenne, Murselm - Standard v3 Group F77E32 (Stinging Vitriol, Stingerqui sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill Charm {B}{R}

Instant

Choose one --
* Stingerquill Charm deals 3 damage to any target.
* Target creature gains first strike and deathtouch until end of turn.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose one --
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* Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill Voxmancer {B/R}

Creature -- Goblin Sorcerer

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/2

- - - OTHER FACE - - -

Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Sorcerer

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/2

- - - OTHER FACE - - -

Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinging Vitriol {B}{R}

Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinging Vitriol {B}{R}

Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

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Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomik, Izzet Sparkmage (1)(R)

Legendary Creature -- Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Wizard

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If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Torch of Defiance (2)(R)(R)

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.
[+1]: Add {R}{R}.
[-3]: Chandra deals 4 damage to target creature.
[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Torch of Defiance (2)(R)(R)

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.
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[-3]: Chandra deals 4 damage to target creature.
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[sideboard]

L 4

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Dissection Practice (B)

Instant

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gastal Raider (2)(B)

Creature -- Vampire Rogue

Start your engines!
When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
Max speed -- This creature gets +1/+1 and has menace.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gastal Raider (2)(B)

Creature -- Vampire Rogue

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[sideboard]

2/1

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Creature -- Vampire Rogue

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Max speed -- This creature gets +1/+1 and has menace.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero (1)(B)

Instant

Target creature has base power and toughness 0/0 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero (1)(B)

Instant

Target creature has base power and toughness 0/0 until end of turn.

[sideboard]

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Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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