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| <div><div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div><div><div>Creature -- Human Shaman</div><div>When this creature enters, add {R}{G}.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div><div><div>Creature -- Human Shaman</div><div>When this creature enters, add {R}{G}.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div><div><div>Creature -- Human Shaman</div><div>When this creature enters, add {R}{G}.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div><div><div>Creature -- Human Shaman</div><div>When this creature enters, add {R}{G}.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           |
| <div><div><div>Chain Lightning</div><div><div>R</div></div></div><div><div>Sorcery</div><div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Chain Lightning</div><div><div>R</div></div></div><div><div>Sorcery</div><div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Clockwork Percussionist</div><div><div>R</div></div></div><div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Clockwork Percussionist</div><div><div>R</div></div></div><div><div>Artifact Creature -- Monkey Toy</div><div>Haste<br/>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.</div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

®

**Haste**  
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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®

### Haste

When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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®

When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.

**{2}{R}, Sacrifice this artifact:**  
Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.

**{2}{R}, Sacrifice this artifact:** Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.

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When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.

**{2}{R}, Sacrifice this artifact:**  
Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.

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④RR

You may sacrifice two Mountains rather than pay this spell's mana cost.  
Fireblast deals 4 damage to any target.

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®

Galvanic Blast deals 2 damage to any target.  
Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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®

Kicker {R} (You may pay an additional {R} as you cast this spell.)

When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.

1/1

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®

Kicker {R} (You may pay an additional {R} as you cast this spell.)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

As long as you control an artifact, this creature gets +1/+0 and has haste.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

As long as you control an artifact, this creature gets +1/+0 and has haste.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

®

As long as you control an artifact, this creature gets +1/+0 and has haste.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

As long as you control an artifact, this creature gets +1/+0 and has haste.

1/2

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## Artifact Land

$$\{T\} : \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact Land

$$\{T\}: \text{Add } \{R\}.$$

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## Artifact Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact Land

$$\{T\} : \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Instant

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/10 - 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.

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| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

Create two 1/1 white Human Soldier creature tokens. Humans you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Create two 1/1 white Human Soldier creature tokens. Humans you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

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1/1

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1/1

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| <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    |
| <div><div><div>Cast into the Fire</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cast into the Fire</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cast into the Fire</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Electrickery</div><div>R</div></div><div>Instant</div><div>Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>End the Festivities</div><div>R</div></div><div>Sorcery</div><div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Smash to Smithereens ①R</div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Smash to Smithereens ①R</div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Smash to Smithereens ①R</div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
|                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                         |  |