

When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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.

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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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④ R R

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

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①

Haste (This creature can attack and {T} as soon as it comes under your control.)

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{1}: This creature can't be blocked
this turn except by creatures with
haste.
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{2}, {T}, Sacrifice this creature:
You gain 3 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Haste (This creature can attack and {T} as soon as it comes under your control.)

{2}, {T}, Sacrifice this creature:
You gain 3 life.

1/1

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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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1/1

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®

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

®

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

1/2

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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

®

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

1/2

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

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

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

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

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

Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① R

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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®

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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Voldaren Epicure Ⓡ Creature -- Vampire 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 PLAYbotbox.dev	Voldaren Epicure Ⓡ Creature -- Vampire 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 PLAYbotbox.dev	Voldaren Epicure Ⓡ Creature -- Vampire 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 PLAYbotbox.dev	Wrenn's Resolve 1Ⓡ Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
End the Festivities Ⓡ Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	End the Festivities Ⓡ Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	End the Festivities Ⓡ Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	End the Festivities Ⓡ Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	