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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.

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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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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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| <div><div><div>Goblin Bushwhacker</div><div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Kicker {R} (You may pay an additional {R} as you cast this spell.)<br/>When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Goblin Bushwhacker</div><div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Kicker {R} (You may pay an additional {R} as you cast this spell.)<br/>When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Goblin Bushwhacker</div><div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Kicker {R} (You may pay an additional {R} as you cast this spell.)<br/>When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Goblin Bushwhacker</div><div><div>R</div></div></div><div>Creature -- Goblin Warrior</div><div>Kicker {R} (You may pay an additional {R} as you cast this spell.)<br/>When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Goblin Tomb Raider</div><div><div>R</div></div></div><div>Creature -- Goblin Pirate</div><div>As long as you control an artifact, this creature gets +1/+0 and has haste.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Goblin Tomb Raider</div><div><div>R</div></div></div><div>Creature -- Goblin Pirate</div><div>As long as you control an artifact, this creature gets +1/+0 and has haste.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Goblin Tomb Raider</div><div><div>R</div></div></div><div>Creature -- Goblin Pirate</div><div>As long as you control an artifact, this creature gets +1/+0 and has haste.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Goblin Tomb Raider</div><div><div>R</div></div></div><div>Creature -- Goblin Pirate</div><div>As long as you control an artifact, this creature gets +1/+0 and has haste.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |

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| <div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div>Inventor's Axe</div><div>Artifact -- Equipment</div><div>Flash<br/>When this Equipment enters, you get {E}{E} (two energy counters).<br/>When this Equipment enters, attach it to target creature you control.<br/>Equipped creature gets +2/+0.<br/>Equip--Pay {E}{E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inventor's Axe</div><div>Artifact -- Equipment</div><div>Flash<br/>When this Equipment enters, you get {E}{E} (two energy counters).<br/>When this Equipment enters, attach it to target creature you control.<br/>Equipped creature gets +2/+0.<br/>Equip--Pay {E}{E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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.

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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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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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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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 PLAY botbox.dev

① R

\* Cast into the Fire deals 1 damage to each of up to two target creatures.

\* Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

\* Cast into the Fire deals 1 damage to each of up to two target creatures.

\* Exile target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

\* Cast into the Fire deals 1 damage to each of up to two target creatures.

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

\* Cast into the Fire deals 1 damage to each of up to two target creatures.

\* Exile target artifact.

[sideboard]

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| <div><div><div>Flaring Pain</div><div>1R</div></div><div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div>R</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div><div>Pyroblast</div><div>R</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div><div>Pyroblast</div><div>R</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                |
| <div><div><div>Pyroblast</div><div>1</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Relic of Progenitus</div><div>1</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

®

Tectonic Hazard deals 1 damage to each opponent and each creature they control.

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