

®

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.

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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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End the Festivities R Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	End the Festivities R Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experimental Synthesizer R Artifact 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 PLAYbotbox.dev	Experimental Synthesizer R Artifact 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 PLAYbotbox.dev
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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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1/1

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

1/2

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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

Goblin Tomb Raider Ⓡ Creature -- Goblin Pirate As long as you control an artifact, this creature gets +1/+0 and has haste. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Tomb Raider Ⓡ Creature -- Goblin Pirate As long as you control an artifact, this creature gets +1/+0 and has haste. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kuldotha Rebirth Ⓡ Sorcery As an additional cost to cast this spell, sacrifice an artifact. Create three 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kuldotha Rebirth Ⓡ Sorcery As an additional cost to cast this spell, sacrifice an artifact. Create three 1/1 red Goblin creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Create three 1/1 red Goblin creature tokens.

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Lightning Bolt deals 3 damage to any target.

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

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sheet 5/10 - 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.

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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Wrenn's Resolve 1 R 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	Wrenn's Resolve 1 R 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	Wrenn's Resolve 1 R 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	Wrenn's Resolve 1 R 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
Cast into the Fire 1 R Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast into the Fire 1 R Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast into the Fire 1 R Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast into the Fire 1 R Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

1/1

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{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
```

1/1

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```
{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
```

1/1

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```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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

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sheet 9/10 - 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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