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| <div><div>Chain Lightning</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chain Lightning</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chain Lightning</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chain Lightning</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Clockwork Percussionist</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Clockwork Percussionist</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Clockwork Percussionist</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Clockwork Percussionist</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |

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| <div>Experimental Synthesizer (R)</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact:<br/>Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Experimental Synthesizer (R)</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact:<br/>Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Experimental Synthesizer (R)</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact:<br/>Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Experimental Synthesizer (R)</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact:<br/>Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Fireblast (4)(R)(R)</div> <div>Instant</div> <div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  |

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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.

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

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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| <div>Great Furnace</div> <div>Artifact Land</div> <div>{T}: Add {R}.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                              | <div>Kessig Flamebreather 1R</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                       | <div>Kessig Flamebreather 1R</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                       | <div>Kessig Flamebreather 1R</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                       |
| <div>Kessig Flamebreather 1R</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lava Dart R</div> <div>Instant</div> <div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lava Dart R</div> <div>Instant</div> <div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lava Dart R</div> <div>Instant</div> <div>Lava Dart deals 1 damage to any target.<br/>Flashback--Sacrifice a Mountain.<br/>(You may cast this card from your graveyard for its flashback cost.<br/>Then exile it.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>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>                       |

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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> |



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| <div> <b>Voldaren Epicure</b> <span>Ⓡ</span> </div> <div>           Creature -- Vampire         </div> <div>           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.")         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Voldaren Epicure</b> <span>Ⓡ</span> </div> <div>           Creature -- Vampire         </div> <div>           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.")         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wrenn's Resolve</b> <span>1</span><span>Ⓡ</span> </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 PLAY           botbox.dev         </div>                                              | <div> <b>Wrenn's Resolve</b> <span>1</span><span>Ⓡ</span> </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 PLAY           botbox.dev         </div>                                              |
| <div> <b>Cast into the Fire</b> <span>1</span><span>Ⓡ</span> </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 PLAY           botbox.dev         </div>          | <div> <b>Pyroblast</b> <span>Ⓡ</span> </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 PLAY           botbox.dev         </div>                                                       | <div> <b>Pyroblast</b> <span>Ⓡ</span> </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 PLAY           botbox.dev         </div> | <div> <b>Pyroblast</b> <span>Ⓡ</span> </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 PLAY           botbox.dev         </div> |

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| <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>Raze</div><div>R</div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Destroy target land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    | <div><div><div>Raze</div><div>R</div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Destroy target land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    | <div><div><div>Raze</div><div>R</div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Destroy target land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    |
| <div><div><div>Reckless Impulse</div><div>1R</div></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>[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> |

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| <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thermo-Alchemist</div> <div>1R</div> </div> <div>Creature -- Human Shaman</div> <div> Defender<br/> {T}: This creature deals 1 damage to each opponent.<br/> Whenever you cast an instant or sorcery spell, untap this creature. </div> <div>[sideboard]</div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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