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| <div><div><b>Ancient Tomb</b></div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div><b>Ancient Tomb</b></div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div><b>Ancient Tomb</b></div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div><b>Ancient Tomb</b></div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 |
| <div><div><b>Black Vise</b><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Black Vise</b><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Black Vise</b><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Black Vise</b><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          |
| <div><div>Goblin Dynamo5RR</div><div>Creature -- Goblin Mutant</div><div>{T}: This creature deals 1 damage to any target.<br/>{X}{R}, {T}, Sacrifice this creature: It deals X damage to any target.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goblin Dynamo5RR</div><div>Creature -- Goblin Mutant</div><div>{T}: This creature deals 1 damage to any target.<br/>{X}{R}, {T}, Sacrifice this creature: It deals X damage to any target.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goblin Dynamo5RR</div><div>Creature -- Goblin Mutant</div><div>{T}: This creature deals 1 damage to any target.<br/>{X}{R}, {T}, Sacrifice this creature: It deals X damage to any target.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Goblin Dynamo5RR</div><div>Creature -- Goblin Mutant</div><div>{T}: This creature deals 1 damage to any target.<br/>{X}{R}, {T}, Sacrifice this creature: It deals X damage to any target.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Karn, Silver Golem</b> ⑤<br>Legendary Artifact Creature -- Golem<br>Whenever Karn blocks or becomes blocked, it gets -4/+4 until end of turn.<br>{1}: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value until end of turn.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Karn, Silver Golem</b> ⑤<br>Legendary Artifact Creature -- Golem<br>Whenever Karn blocks or becomes blocked, it gets -4/+4 until end of turn.<br>{1}: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value until end of turn.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Masticore</b> ④<br>Artifact Creature -- Masticore<br>At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br>{2}: This creature deals 1 damage to target creature.<br>{2}: Regenerate this creature.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Masticore</b> ④<br>Artifact Creature -- Masticore<br>At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br>{2}: This creature deals 1 damage to target creature.<br>{2}: Regenerate this creature.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Metalworker</b> ③<br>Artifact Creature -- Construct<br>{T}: Reveal any number of artifact cards in your hand. Add {C}{C} for each card revealed this way.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                               | <b>Metalworker</b> ③<br>Artifact Creature -- Construct<br>{T}: Reveal any number of artifact cards in your hand. Add {C}{C} for each card revealed this way.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                               | <b>Metalworker</b> ③<br>Artifact Creature -- Construct<br>{T}: Reveal any number of artifact cards in your hand. Add {C}{C} for each card revealed this way.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                           | <b>Metalworker</b> ③<br>Artifact Creature -- Construct<br>{T}: Reveal any number of artifact cards in your hand. Add {C}{C} for each card revealed this way.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                           |

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| <div><div>Mind Stone</div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div><div>Mind Stone</div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div><div>Mind Stone</div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div><div>Mind Stone</div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           |
| <div><div>Mishra's Factory</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mishra's Factory</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mishra's Factory</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mishra's Factory</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Mishra's Helix5</div><div>Artifact</div><div>{X}, {T}: Tap X target lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div>Mishra's Helix5</div><div>Artifact</div><div>{X}, {T}: Tap X target lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div>Powder Keg2</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact:<br/>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Powder Keg2</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact:<br/>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Powder Keg2</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact:<br/>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Powder Keg2</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact:<br/>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |

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| <div><div><div>Rishadan Port</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}, {T}: Tap target land.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rishadan Port</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}, {T}: Tap target land.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Smokestack</div><div>Artifact</div><div><div><div>At the beginning of your upkeep, you may put a soot counter on this artifact.</div><div>At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Smokestack</div><div>Artifact</div><div><div><div>At the beginning of your upkeep, you may put a soot counter on this artifact.</div><div>At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Sphere of Resistance</div><div>Artifact</div><div><div><div>Spells cost {1} more to cast.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Sphere of Resistance</div><div>Artifact</div><div><div><div>Spells cost {1} more to cast.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Sphere of Resistance</div><div>Artifact</div><div><div><div>Spells cost {1} more to cast.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                      | <div><div><div>Sphere of Resistance</div><div>Artifact</div><div><div><div>Spells cost {1} more to cast.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                      |

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| <div><div><div>Tangle Wire</div><div>Artifact</div><div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangle Wire</div><div>Artifact</div><div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangle Wire</div><div>Artifact</div><div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangle Wire</div><div>Artifact</div><div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    |

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| <div>Winter Orb</div> <div>Artifact</div> <div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Winter Orb</div> <div>Artifact</div> <div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Winter Orb</div> <div>Artifact</div> <div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Winter Orb</div> <div>Artifact</div> <div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Caltrops</div> <div>Artifact</div> <div>Whenever a creature attacks, this artifact deals 1 damage to it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>Caltrops</div> <div>Artifact</div> <div>Whenever a creature attacks, this artifact deals 1 damage to it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>Caltrops</div> <div>Artifact</div> <div>Whenever a creature attacks, this artifact deals 1 damage to it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>Caltrops</div> <div>Artifact</div> <div>Whenever a creature attacks, this artifact deals 1 damage to it.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |

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| <div><div><div>Crumbling Sanctuary</div><div>5</div></div><div>Artifact</div><div>If damage would be dealt to a player, that player exiles that many cards from the top of their library instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Crumbling Sanctuary</div><div>5</div></div><div>Artifact</div><div>If damage would be dealt to a player, that player exiles that many cards from the top of their library instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Crumbling Sanctuary</div><div>5</div></div><div>Artifact</div><div>If damage would be dealt to a player, that player exiles that many cards from the top of their library instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div><div>Ensnaring Bridge</div><div>3</div></div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |
| <div><div><div>Ensnaring Bridge</div><div>3</div></div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Ensnaring Bridge</div><div>3</div></div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Smokestack</div><div>4</div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a soot counter on this artifact.<br/>At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Smokestack</div><div>4</div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a soot counter on this artifact.<br/>At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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