

<div><div>Ancient Tomb</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>Ancient Tomb</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>Ancient Tomb</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>Ancient Tomb</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>Birgi, God of Storytelling</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Birgi, God of Storytelling</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>City of Traitors</div> <div>Land</div> <div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Defense Grid2</div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Defense Grid2</div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Defense Grid2</div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dragon's Rage ChannelerR</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dragon's Rage ChannelerR</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Dragon's Rage Channeler</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>R</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Echo of Eons</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>4UU</div> </div> </div> <div> <div>Sorcery</div> <div> Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Echo of Eons</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>4UU</div> </div> </div> <div> <div>Sorcery</div> <div> Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Echo of Eons</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>4UU</div> </div> </div> <div> <div>Sorcery</div> <div> Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Echo of Eons</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>4UU</div> </div> </div> <div> <div>Sorcery</div> <div> Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Glaring Fleshrazer</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>2C</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Glaring Fleshrazer</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>2C</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Glaring Fleshrazer</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>2C</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

2C

```
Whenever you cast a colorless spell,
create a 0/1 colorless Eldrazi Spawn
creature token with "Sacrifice this
token: Add {C}."
```

Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact doesn't untap during your untap step.

$\{T\}$: Add $\{C\}\{C\}\{C\}$.

```
{4}: Untap this artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact doesn't untap during your untap step.

$\{T\}$: Add $\{C\}\{C\}\{C\}$.

```
{4}: Untap this artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact doesn't untap during your untap step.

$\{T\}$: Add $\{C\}\{C\}\{C\}$.

```
{4}: Untap this artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact doesn't untap during your untap step.

$\{T\}$: Add $\{C\}\{C\}\{C\}$.

{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div>Lion's Eye Diamond⑥</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Bauble⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Bauble⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Bauble⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Mishra's Bauble</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mishra's Research Desk</div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mishra's Research Desk</div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mishra's Research Desk</div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Mountain</div><div>Basic Land -- Mountain</div><div><p>{T}: Add {R}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mox Opal</div><div>Legendary Artifact</div><div><p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mox Opal</div><div>Legendary Artifact</div><div><p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mox Opal</div><div>Legendary Artifact</div><div><p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Mox Opal</div><div>0</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mystic Forge</div><div>4</div></div><div>Artifact</div><div>You may look at the top card of your library any time. You may cast artifact spells and colorless spells from the top of your library. {T}, Pay 1 life: Exile the top card of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mystic Forge</div><div>4</div></div><div>Artifact</div><div>You may look at the top card of your library any time. You may cast artifact spells and colorless spells from the top of your library. {T}, Pay 1 life: Exile the top card of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mystic Forge</div><div>4</div></div><div>Artifact</div><div>You may look at the top card of your library any time. You may cast artifact spells and colorless spells from the top of your library. {T}, Pay 1 life: Exile the top card of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Urza's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urza's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urza's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urza's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vexing Bauble</div><div>①</div></div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Walking Ballista</div><div>ⓧⓧ</div></div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Gamble</div><div>Ⓜ</div></div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gamble</div><div>Ⓜ</div></div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gamble</div><div>Ⓜ</div></div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gamble</div><div>Ⓜ</div></div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You may cast spells as though they had flash.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You may cast spells as though they had flash.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You may cast spells as though they had flash.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. You may cast spells as though they had flash.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Serum Powder (3)</div><div>Artifact</div><div>{T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Serum Powder (3)</div><div>Artifact</div><div>{T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Serum Powder (3)</div><div>Artifact</div><div>{T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Serum Powder (3)</div><div>Artifact</div><div>{T}: Add {C}. Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	
--	--	--	--