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| <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>Black Lotus</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add three mana of any one color.</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> |

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| <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>Glaring Fleshraker2C</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}."</div> <div>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>Glaring Fleshraker2C</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}."</div> <div>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>Glaring Fleshraker2C</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}."</div> <div>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>Glaring Fleshraker2C</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}."</div> <div>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>Grim Monolith2</div> <div>Artifact</div> <div>This artifact doesn't untap during your untap step.</div> <div>{T}: Add {C}{C}{C}.</div> <div>{4}: Untap this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Grim Monolith2</div> <div>Artifact</div> <div>This artifact doesn't untap during your untap step.</div> <div>{T}: Add {C}{C}{C}.</div> <div>{4}: Untap this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                |

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| <div><div><div>Grim Monolith</div><div>②</div></div><div>Artifact</div><div><p>This artifact doesn't untap during your untap step.</p><p>{T}: Add {C}{C}{C}.</p><p>{4}: Untap this artifact.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>Inventors' Fair</div><div></div></div><div>Legendary Land</div><div><p>At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.</p><p>{T}: Add {C}.</p><p>{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Karn, the Great Creator</div><div>④</div></div><div>Legendary Planeswalker -- Karn</div><div><p>Activated abilities of artifacts your opponents control can't be activated.</p><p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p><p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p></div><div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mana Crypt</div><div>⑥</div></div><div>Artifact</div><div><p>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.</p><p>{T}: Add {C}{C}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Mana Vault</div><div>①</div></div><div>Artifact</div><div><p>This artifact doesn't untap during your untap step.</p><p>At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.</p><p>At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.</p><p>{T}: Add {C}{C}{C}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Manifold Key</div><div>①</div></div><div>Artifact</div><div><p>{1}, {T}: Untap another target artifact.</p><p>{3}, {T}: Target creature can't be blocked this turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                             | <div><div><div>Manifold Key</div><div>①</div></div><div>Artifact</div><div><p>{1}, {T}: Untap another target artifact.</p><p>{3}, {T}: Target creature can't be blocked this turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                               | <div><div><div>Manifold Key</div><div>①</div></div><div>Artifact</div><div><p>{1}, {T}: Untap another target artifact.</p><p>{3}, {T}: Target creature can't be blocked this turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          |

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| <div><div>Manifold Key</div><div>Artifact</div><div><div><div>{1}, {T}: Untap another target artifact.</div><div>{3}, {T}: Target creature can't be blocked this turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Memory Jar</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Each player exiles all cards from their hand face down and draws seven cards. At the beginning of the next end step, each player discards their hand and returns to their hand each card they exiled this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Workshop</div><div>Land</div><div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Workshop</div><div>Land</div><div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Mishra's Workshop</div><div>Land</div><div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                  | <div><div>Mishra's Workshop</div><div>Land</div><div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         | <div><div>Mox Emerald</div><div>Artifact</div><div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                       | <div><div>Mox Jet</div><div>Artifact</div><div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           |

## 0

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

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

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

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④

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.

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⑤

Whenever you cast a spell, untap all nonland permanents you control.

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②

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

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②

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)  
Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

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| <div><div><div>Patchwork Automaton</div><div>Artifact Creature -- Construct</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>Whenever you cast an artifact spell, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Scrawling Crawler</div><div>Artifact Creature -- Phyrexian Construct</div><div>At the beginning of your upkeep, each player draws a card.<br/>Whenever an opponent draws a card, that player loses 1 life.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>        | <div><div><div>Scrawling Crawler</div><div>Artifact Creature -- Phyrexian Construct</div><div>At the beginning of your upkeep, each player draws a card.<br/>Whenever an opponent draws a card, that player loses 1 life.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>        | <div><div><div>Scrawling Crawler</div><div>Artifact Creature -- Phyrexian Construct</div><div>At the beginning of your upkeep, each player draws a card.<br/>Whenever an opponent draws a card, that player loses 1 life.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>        |
| <div><div><div>Scrawling Crawler</div><div>Artifact Creature -- Phyrexian Construct</div><div>At the beginning of your upkeep, each player draws a card.<br/>Whenever an opponent draws a card, that player loses 1 life.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                     | <div><div><div>Sensei's Divining Top</div><div>Artifact</div><div>{1}: Look at the top three cards of your library, then put them back in any order.<br/>{T}: Draw a card, then put this artifact on top of its owner's library.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sensei's Divining Top</div><div>Artifact</div><div>{1}: Look at the top three cards of your library, then put them back in any order.<br/>{T}: Draw a card, then put this artifact on top of its owner's library.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Sensei's Divining Top</div><div>Artifact</div><div>{1}: Look at the top three cards of your library, then put them back in any order.<br/>{T}: Draw a card, then put this artifact on top of its owner's library.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Sensei's Divining Top</div><div>①</div></div><div>Artifact</div><div><div>{1}: Look at the top three cards of your library, then put them back in any order.</div><div>{T}: Draw a card, then put this artifact on top of its owner's library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Sol Ring</div><div>①</div></div><div>Artifact</div><div><div>{T}: Add {C}{C}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Strip Mine</div><div></div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                           | <div><div><div>The One Ring</div><div>④</div></div><div>Legendary Artifact</div><div><div>Indestructible</div><div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div><div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div><div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>The One Ring</div><div>④</div></div><div>Legendary Artifact</div><div><div>Indestructible</div><div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div><div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div><div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>The One Ring</div><div>④</div></div><div>Legendary Artifact</div><div><div>Indestructible</div><div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div><div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div><div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>The One Ring</div><div>④</div></div><div>Legendary Artifact</div><div><div>Indestructible</div><div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div><div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div><div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Time Vault</div><div>②</div></div><div>Artifact</div><div><div>This artifact enters tapped.</div><div>This artifact doesn't untap during your untap step.</div><div>If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.</div><div>{T}: Take an extra turn after this one.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                          |

## Legendary Land

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## Enchantment Land -- Urza's Saga

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①

Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

①

Artifact

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Artifact Creature -- Phyrexian Masticore

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⑤

Artifact Creature -- Phyrexian Masticore

[sideboard]

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Artifact Creature -- Phyrexian Masticore

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Artifact

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| <div><div>Defense Grid②</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Grafdigger's Cage①</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Grafdigger's Cage①</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Grafdigger's Cage①</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |
| <div><div>Grafdigger's Cage①</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mindbreak Trap②UU</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mindbreak Trap②UU</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mindbreak Trap②UU</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Mycosynth Lattice 6 </div> <div> Artifact </div> <div> All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Pithing Needle 1 </div> <div> Artifact </div> <div> As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Pithing Needle 1 </div> <div> Artifact </div> <div> As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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