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| <div><div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                              |
| <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Black Lotus</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add three mana of any one color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chaos Defiler</div><div>Artifact Creature -- Demon Construct</div><div>Trample<br/>Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Coveted Jewel</div><div>Artifact</div><div>When this artifact enters, draw three cards.<br/>{T}: Add three mana of any one color.<br/>Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Coveted Jewel6</div><div>Artifact</div><div>When this artifact enters, draw three cards.<br/>{T}: Add three mana of any one color.<br/>Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Coveted Jewel6</div><div>Artifact</div><div>When this artifact enters, draw three cards.<br/>{T}: Add three mana of any one color.<br/>Whenever one or more creatures an opponent controls attack you and aren't blocked, that player draws three cards and gains control of this artifact. Untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Will3UU</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Will3UU</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Force of Will3UU</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Force of Will3UU</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Grim Monolith2</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Grim Monolith2</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |

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| <b>Grim Monolith</b> ②<br><hr/> Artifact<br><hr/> <p>This artifact doesn't untap during your untap step.<br/> {T}: Add {C}{C}{C}.<br/> {4}: Untap this artifact.</p>                 | <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> ({T}: Add {U}.)                                                                                                                                                                                                                                                     | <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> ({T}: Add {U}.)                                              | <b>Karn, the Great Creator</b> ④<br><hr/> Legendary Planeswalker -- Karn<br><hr/> <p>Activated abilities of artifacts your opponents control can't be activated.<br/> [+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.<br/> [-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>L 5</div> |
| <b>Mana Crypt</b> ⑥<br><hr/> Artifact<br><hr/> <p>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br/> {T}: Add {C}{C}.</p> | <b>Mana Vault</b> ①<br><hr/> Artifact<br><hr/> <p>This artifact doesn't untap during your untap step.<br/> At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.<br/> At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.<br/> {T}: Add {C}{C}{C}.</p> | <b>Mishra's Workshop</b><br><hr/> Land<br><hr/> {T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells. | <b>Mishra's Workshop</b><br><hr/> Land<br><hr/> {T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.                                                                                                                                                                                                                                                                                                                                                                                         |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

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| <div><div>Mishra's Workshop</div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Workshop</div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    |
| <div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Paradox Engine</div><div>5</div><div>Legendary Artifact</div><div>Whenever you cast a spell, untap all nonland permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div>Paradoxical Outcome</div><div>3U</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Paradoxical Outcome</div><div>3U</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Phyrexian Metamorph</div><div>3UP</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Phyrexian Metamorph</div><div>3UP</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Metamorph</div><div>3UP</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Metamorph</div><div>3UP</div><div>Artifact Creature -- Phyrexian Shapeshifter</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Relic of Sauron</div><div>4</div><div>Artifact</div><div>{T}: Add two mana in any combination of {U}, {B}, and/or {R}.<br/>{3}, {T}: Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            |

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| <div><div>Relic of Sauron</div><div>Artifact</div><div><p>{T}: Add two mana in any combination of {U}, {B}, and/or {R}.</p><p>{3}, {T}: Draw two cards, then discard a card.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div><div>Relic of Sauron</div><div>Artifact</div><div><p>{T}: Add two mana in any combination of {U}, {B}, and/or {R}.</p><p>{3}, {T}: Draw two cards, then discard a card.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div><div>Sink into Stupor</div><div>Instant</div><div><p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div><div>Sol Ring</div><div>Artifact</div><div><p>{T}: Add {C}{C}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                  |
| <div><div>Stock Up</div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Talon Gates of Madara</div><div>Land -- Gate</div><div><p>When this land enters, up to one target creature phases out.</p><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{4}: Put this card from your hand onto the battlefield.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>The One Ring</div><div>Legendary Artifact</div><div><p>Indestructible</p><p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p><p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p><p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Time Walk</div> <div>1U</div> </div> <div> <div>Sorcery</div> <div> <p>Take an extra turn after this one.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                             |
| <div> <div>Tinker</div> <div>2U</div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact.</p> <p>Search your library for an artifact card, put that card onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Tolarian Academy</div> <div></div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {U} for each artifact you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Transmute Artifact</div> <div>UU</div> </div> <div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Transmute Artifact</div> <div>UU</div> </div> <div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Transmute Artifact</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Transmute Artifact</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</div> </div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- This Saga gains "{T}: Add {C}."<br/> 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.'"<br/> III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div>1</div> </div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> {1}, {T}, Sacrifice this artifact:<br/> Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Argentum Masticore</div> <div>5</div> </div> <div>Artifact Creature -- Phyrexian Masticore</div> <div> <p>First strike, protection from multicolored<br/> At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Argentum Masticore</div> <div>5</div> </div> <div>Artifact Creature -- Phyrexian Masticore</div> <div> <p>First strike, protection from multicolored<br/> At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Defense Grid</div> <div>2</div> </div> <div>Artifact</div> <div> <p>Each spell costs {3} more to cast except during its controller's turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                          | <div> <div>Defense Grid</div> <div>2</div> </div> <div>Artifact</div> <div> <p>Each spell costs {3} more to cast except during its controller's turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                        |

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| <div><div>Defense Grid</div><div>2</div></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>Dismember</div><div>1BPBP</div></div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Force of Negation</div><div>1UUU</div></div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Grafdigger's Cage</div><div>1</div></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>Hullbreacher</div><div>2U</div></div> <div>Creature -- Merfolk Pirate</div> <div>Flash<br/>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hullbreacher</div><div>2U</div></div> <div>Creature -- Merfolk Pirate</div> <div>Flash<br/>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mycosynth Lattice</div><div>6</div></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 PLAYbotbox.dev</div>                                  | <div><div>Pithing Needle</div><div>1</div></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 PLAYbotbox.dev</div> |

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| <div> <div>Talon Gates of Madara</div> <div>Land -- Gate</div> <div> <p>When this land enters, up to one target creature phases out.</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> <p>{4}: Put this card from your hand onto the battlefield.</p> </div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Wurmcoil Engine</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink</p> <p>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> </div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Wurmcoil Engine</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink</p> <p>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> </div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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