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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>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> |

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| <div>Defense Grid</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 Grid</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 Grid</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 Grid</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>Grim Monolith</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>Grim Monolith</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>Grim Monolith</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>Grim Monolith</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> |

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| <div><div><div>Grindstone</div><div>Artifact</div><div><div>{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                             | <div><div><div>Grindstone</div><div>Artifact</div><div><div>{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                             | <div><div><div>Grindstone</div><div>Artifact</div><div><div>{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                             | <div><div><div>Grindstone</div><div>Artifact</div><div><div>{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                             |
| <div><div><div>Inventors' Fair</div><div>Legendary Land</div><div><div>At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.<br/>{T}: Add {C}.<br/>{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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Inventors' Fair</div><div>Legendary Land</div><div><div>At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.<br/>{T}: Add {C}.<br/>{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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Inventors' Fair</div><div>Legendary Land</div><div><div>At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.<br/>{T}: Add {C}.<br/>{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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Inventors' Fair</div><div>Legendary Land</div><div><div>At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.<br/>{T}: Add {C}.<br/>{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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Karn, the Great Creator④</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 PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Mana Crypt⑥</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 PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Mana Vault①</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 PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Manifold Key①</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 PLAYbotbox.dev</div> </div> </div> </div> |
| <div> <div>Manifold Key①</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 PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Manifold Key①</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 PLAYbotbox.dev</div> </div> </div> </div>                          | <div> <div>Manifold Key①</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 PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                                                                  | <div> <div>Mishra's Workshop</div> <div> <div>Land</div> <div> <p>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                     |

## Mishra's Workshop

Land

**{T}**: Add **{C}{C}{C}**. Spend this mana only to cast artifact spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Workshop

Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Workshop

Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

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**Mox Jet**

©

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mox Pearl**

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mox Ruby**

⑥

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mox Sapphire

©

Artifact

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

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### Painter's Servant

②

Artifact Creature -- Scarecrow

As this creature enters, choose a color.  
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a color.  
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a color.  
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a color.  
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Whenever an artifact you control enters, put a loyalty counter on Tezzeret.

[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.

[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Whenever an artifact you control enters, put a loyalty counter on Tezzeret.

[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.

[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.

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**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Whenever an artifact you control enters, put a loyalty counter on Tezzeret.

[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.

[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {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>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> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {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>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> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {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>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> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Time Vault</div> <div>2</div> </div> <div> <div>Artifact</div> <div> This artifact enters tapped.<br/> This artifact doesn't untap during your untap step.<br/> If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.<br/> {T}: Take an extra turn after this one. </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> {T}: Add {U} for each artifact you control. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                       | <div> <div>Urza's Saga</div> <div></div> </div> <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.)<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. </div> </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> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> {1}, {T}, Sacrifice this artifact: Draw a card. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                |

①

$\{1\}$ ,  $\{T\}$ : Untap target artifact.

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①

$\{1\}$ ,  $\{T\}$ : Untap target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

$\{1\}, \{T\}$ : Untap target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

$\{1\}$ ,  $\{T\}$ : Untap target artifact.

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5

First strike, protection from multicolored

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.

[sideboard]

5/5

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⑤

First strike, protection from multicolored

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.

[sidebar]

5/5

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⑤

First strike, protection from multicolored

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.

[sidebar]

5/5

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2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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| <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Stonecoil Serpent (X)</div> <div>Artifact Creature -- Snake</div> <div>Reach, trample, protection from multicolored<br/>This creature enters with X +1/+1 counters on it.</div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               |
| <div>Stonecoil Serpent (X)</div> <div>Artifact Creature -- Snake</div> <div>Reach, trample, protection from multicolored<br/>This creature enters with X +1/+1 counters on it.</div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div>Stonecoil Serpent (X)</div> <div>Artifact Creature -- Snake</div> <div>Reach, trample, protection from multicolored<br/>This creature enters with X +1/+1 counters on it.</div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div>Stonecoil Serpent (X)</div> <div>Artifact Creature -- Snake</div> <div>Reach, trample, protection from multicolored<br/>This creature enters with X +1/+1 counters on it.</div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div>Wurmcoil Engine (6)</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>Deathtouch, lifelink<br/>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.</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Wurmcoil Engine</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>           Deathtouch, lifelink<br/>           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.         </div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Wurmcoil Engine</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>           Deathtouch, lifelink<br/>           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.         </div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Wurmcoil Engine</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div>           Deathtouch, lifelink<br/>           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.         </div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |  |
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