Does Machines 1



(Gain the next level as a sorcery to add its ability.)

When this Class enters, mill two cards, draw two cards, then discard two cards.

1 : Level 2

When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.

4 : Level 3

At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.

Enchantment — Class

R 0034
TMT • EN
Aeron Ng

©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast

Does Machines 1
(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
1 : Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
4 : Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.
Enchantment — Class
R 0034
TMT • EN
Aeron Ng
©2026 Viacom.
™ & © 2026 Wizards of the Coast