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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>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>                                                                                                                                                                                                                       |
| <div><div>Glaring Fleshraker<div>2C</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}."<br/>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 Fleshraker<div>2C</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}."<br/>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 Fleshraker<div>2C</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}."<br/>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 Fleshraker<div>2C</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}."<br/>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> |

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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>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>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>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>Kozilek's Command</div><div>XCCC</div></div><div>Kindred Instant -- Eldrazi</div><div><p>Choose two --</p><ul style="list-style-type: none"><li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li><li>* Target player scries X, then draws a card.</li><li>* Exile target creature with mana value X or less.</li><li>* Exile up to X target cards from graveyards.</li></ul></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kozilek's Command</div><div>XCCC</div></div><div>Kindred Instant -- Eldrazi</div><div><p>Choose two --</p><ul style="list-style-type: none"><li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li><li>* Target player scries X, then draws a card.</li><li>* Exile target creature with mana value X or less.</li><li>* Exile up to X target cards from graveyards.</li></ul></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kozilek's Command</div><div>XCCC</div></div><div>Kindred Instant -- Eldrazi</div><div><p>Choose two --</p><ul style="list-style-type: none"><li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li><li>* Target player scries X, then draws a card.</li><li>* Exile target creature with mana value X or less.</li><li>* Exile up to X target cards from graveyards.</li></ul></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kozilek's Command</div><div>XCCC</div></div><div>Kindred Instant -- Eldrazi</div><div><p>Choose two --</p><ul style="list-style-type: none"><li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li><li>* Target player scries X, then draws a card.</li><li>* Exile target creature with mana value X or less.</li><li>* Exile up to X target cards from graveyards.</li></ul></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Lotus Petal</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 Petal</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 Petal</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 Petal</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>Manifold Key</div><div>Artifact</div><div>{1}, {T}: Untap another target artifact.<br/>{3}, {T}: Target creature can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manifold Key</div><div>Artifact</div><div>{1}, {T}: Untap another target artifact.<br/>{3}, {T}: Target creature can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manifold Key</div><div>Artifact</div><div>{1}, {T}: Untap another target artifact.<br/>{3}, {T}: Target creature can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manifold Key</div><div>Artifact</div><div>{1}, {T}: Untap another target artifact.<br/>{3}, {T}: Target creature can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Mox Opal</b> ⑥<br><hr/> Legendary Artifact<br><hr/> Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.                                                                                         | <b>Mox Opal</b> ⑥<br><hr/> Legendary Artifact<br><hr/> Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.                                                                                         | <b>Mystic Forge</b> ④<br><hr/> Artifact<br><hr/> You may look at the top card of your library any time.<br>You may cast artifact spells and colorless spells from the top of your library.<br>{T}, Pay 1 life: Exile the top card of your library. | <b>Mystic Forge</b> ④<br><hr/> Artifact<br><hr/> You may look at the top card of your library any time.<br>You may cast artifact spells and colorless spells from the top of your library.<br>{T}, Pay 1 life: Exile the top card of your library. |
| <b>Mystic Forge</b> ④<br><hr/> Artifact<br><hr/> You may look at the top card of your library any time.<br>You may cast artifact spells and colorless spells from the top of your library.<br>{T}, Pay 1 life: Exile the top card of your library. | <b>Mystic Forge</b> ④<br><hr/> Artifact<br><hr/> You may look at the top card of your library any time.<br>You may cast artifact spells and colorless spells from the top of your library.<br>{T}, Pay 1 life: Exile the top card of your library. | <b>Paradox Engine</b> ⑤<br><hr/> Legendary Artifact<br><hr/> Whenever you cast a spell, untap all nonland permanents you control.                                                                                                                  | <b>Paradox Engine</b> ⑤<br><hr/> Legendary Artifact<br><hr/> Whenever you cast a spell, untap all nonland permanents you control.                                                                                                                  |

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| <div> <div>Shadowspear</div> <div> <div>1</div> </div> </div> <div> <div> <div>Legendary Artifact -- Equipment</div> </div> <div> <div>Equipped creature gets +1/+1 and has trample and lifelink.</div> <div>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.</div> <div>Equip {2}</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                  | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> </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>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> </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>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> </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>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> </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>Urza's Saga</div> </div> <div> <div> <div>Enchantment Land -- Urza's Saga</div> </div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</div> </div> <div> <div> <div>Enchantment Land -- Urza's Saga</div> </div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</div> </div> <div> <div> <div>Enchantment Land -- Urza's Saga</div> </div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

#### Playtest cards - Maxtortion - Legacy (Legacy League)

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.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <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.)<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}.<br/>Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}.<br/>Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}.<br/>Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}.<br/>Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div>Vexing Bauble①</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Vexing Bauble①</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Vexing Bauble①</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |

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| <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.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Voltaic Key</div><div>①</div></div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Voltaic Key</div><div>①</div></div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Voltaic Key</div><div>①</div></div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |
| <div><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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Dismember<div><div>1BPBP</div></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><div>Dismember<div><div>1BPBP</div></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><div>Dismember<div><div>1BPBP</div></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><div>Leyline of the Void<div><div>2BB</div></div></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> |
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