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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>Candelabra of Tawnos1</div><div>Artifact</div><div>{X}, {T}: Untap X target lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |
| <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glacial Chasm</div><div>Land</div><div>Cumulative upkeep--Pay 2 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this land enters, sacrifice a land. Creatures you control can't attack. Prevent all damage that would be dealt to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               |
| <div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                   | <div><div>Golos, Tireless Pilgrim</div><div>Legendary Artifact Creature -- Scout</div><div>When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle. {2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Golos, Tireless Pilgrim</b> ⑤</p> <p>Legendary Artifact Creature -- Scout</p> <p>When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.</p> <p>{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.</p> <div>3/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Grim Monolith</b> ②</p> <p>Artifact</p> <p>This artifact doesn't untap during your untap step.</p> <p>{T}: Add {C}{C}{C}.</p> <p>{4}: Untap this artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Grim Monolith</b> ②</p> <p>Artifact</p> <p>This artifact doesn't untap during your untap step.</p> <p>{T}: Add {C}{C}{C}.</p> <p>{4}: Untap this artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                      | <p><b>Grim Monolith</b> ②</p> <p>Artifact</p> <p>This artifact doesn't untap during your untap step.</p> <p>{T}: Add {C}{C}{C}.</p> <p>{4}: Untap this artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                      |
| <p><b>Grim Monolith</b> ②</p> <p>Artifact</p> <p>This artifact doesn't untap during your untap step.</p> <p>{T}: Add {C}{C}{C}.</p> <p>{4}: Untap this artifact.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                  | <p><b>Karakas</b></p> <p>Legendary Land</p> <p>{T}: Add {W}.</p> <p>{T}: Return target legendary creature to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   | <p><b>Karn, the Great Creator</b> ④</p> <p>Legendary Planeswalker -- Karn</p> <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>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Karn, the Great Creator</b> ④</p> <p>Legendary Planeswalker -- Karn</p> <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>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Buwen - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Planar Nexus</div><div>Land</div><div><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Planar Nexus</div><div>Land</div><div><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Planar Nexus</div><div>Land</div><div><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Planar Nexus</div><div>Land</div><div><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |
| <div><div>Soul-Guide Lantern1</div><div>Artifact</div><div><p>When this artifact enters, exile target card from a graveyard.</p><p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p><p>{1}, {T}, Sacrifice this artifact: Draw a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>The One Ring4</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring4</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring4</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>The Tabernacle at Pendrell Vale</div> <div>Legendary Land</div> <div>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                        | <div>Trinisphere3</div> <div>Artifact</div> <div>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                   | <div>Trinisphere3</div> <div>Artifact</div> <div>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                   | <div>Trinisphere3</div> <div>Artifact</div> <div>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        |
| <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>When you cast this spell, exile up to one target permanent that's one or more colors. Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors. [+2]: You gain 3 life and draw a card. [0]: Add {C}{C}{C}. [-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>When you cast this spell, exile up to one target permanent that's one or more colors. Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors. [+2]: You gain 3 life and draw a card. [0]: Add {C}{C}{C}. [-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ugin, Eye of the Storms7</div> <div>Legendary Planeswalker -- Ugin</div> <div>When you cast this spell, exile up to one target permanent that's one or more colors. Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors. [+2]: You gain 3 life and draw a card. [0]: Add {C}{C}{C}. [-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ugin, the Ineffable6</div> <div>Legendary Planeswalker -- Ugin</div> <div>Colorless spells you cast cost {2} less to cast. [+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand. [-3]: Destroy target permanent that's one or more colors.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Buwen - 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.

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| <div> <div>Ugin, the Ineffable</div> <div> <div>6</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Ugin</div> </div> <div> <div>Colorless spells you cast cost {2} less to cast.</div> <div>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</div> <div>[-3]: Destroy target permanent that's one or more colors.</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                  | <div> <div>Ugin, the Ineffable</div> <div> <div>6</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Ugin</div> </div> <div> <div>Colorless spells you cast cost {2} less to cast.</div> <div>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</div> <div>[-3]: Destroy target permanent that's one or more colors.</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Urza's Tower</div> </div> <div> <div> <div>Land -- Urza's Tower</div> </div> <div> <div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                        | <div> <div>Urza's Tower</div> </div> <div> <div> <div>Land -- Urza's Tower</div> </div> <div> <div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Urza's Tower</div> </div> <div> <div> <div>Land -- Urza's Tower</div> </div> <div> <div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                         |

## Urza's Tower

Land - - Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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## Voltaic Key

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

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## Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

[sideboard]

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## Dismember

①

BP

BP

Instant

{B/P} can be paid with either {B  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

```
[sidebar]
```

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## Dismember

①

BP

BP

Instant

{B/P} can be paid with either {B  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

```
[sidebar]
```

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## Disruptor Flute

②

Artifact

```
Flash
As this artifact enters, choose a
card name.
Spells with the chosen name cost {3}
more to cast.
Activated abilities of sources with
the chosen name can't be activated
unless they're mana abilities.
```

[sideboard]

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## Playtest cards - Buwen - 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 8/10 - 8 cards - 2.5 x 3.5 in each

②

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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③

Creatures with power greater than the number of cards in your hand can't attack.

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①BB

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

2/2

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①BB

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

2/2

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5

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.

{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

3/5

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② U U

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.

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2 U U

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.

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⑥

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.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <b>Surgical Extraction</b> <span>BP</span> </div> <div> Instant </div> <div> <p>({B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The One Ring</b> <span>4</span> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Tormod's Crypt</b> <span>9</span> </div> <div> Artifact </div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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