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| <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                    | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |
| <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     | <div><div>Cache Grab ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cache Grab ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Coati Scavenger ②⑥</div><div>Creature -- Raccoon</div><div>Descend 4 -- When this creature enters, if there are four or more permanent cards in your graveyard, return target permanent card from your graveyard to your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Playtest cards - Kassiss, Eli - Standard (Pro Tour Magic: The Gathering--FINAL FANTASY in L sheet 2/10 - 8 cards - 2.5 x 3.5 in each  
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.

## Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Great Arashin City

Land

This land enters tapped unless you control a Forest or a Plains.

{T}: Add {B}.  
{1}{B}, {T}, Exile a creature card  
from your graveyard: Create a 1/1  
white Spirit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                  |
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| <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                            | <b>Insidious Roots</b> ② ③<br>Enchantment<br>Creature tokens you control have "{T}": Add one mana of any color."<br>Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Insidious Roots</b> ② ③<br>Enchantment<br>Creature tokens you control have "{T}": Add one mana of any color."<br>Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Insidious Roots</b> ② ③<br>Enchantment<br>Creature tokens you control have "{T}": Add one mana of any color."<br>Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Insidious Roots</b> ② ③<br>Enchantment<br>Creature tokens you control have "{T}": Add one mana of any color."<br>Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                           | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                           | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                   |

## Land

{T}: Add {C}.  
{T}: Add {B} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}: Add {B} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{T}: Add {B} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)  
{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑧

Creature -- Squirrel Warlock

**Deathtouch**  
{T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Osteomancer Adept</b> (1)(B)<br>Creature -- Squirrel Warlock<br><hr/> Deathtouch<br>{T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.)<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br><hr/> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br><hr/> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br><hr/> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br><hr/> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rubblebelt Maverick</b> (G)<br>Creature -- Human Detective<br><hr/> When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                | <b>Rubblebelt Maverick</b> (G)<br>Creature -- Human Detective<br><hr/> When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br>{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br><hr/> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                    |

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| <div> <div>Scavenging Ooze</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                               | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> {T}: Add {B}.) </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                               | <div> <div>Town Greeter</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Citizen</div> <div> When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <div>Town Greeter</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Citizen</div> <div> When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.) </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    |
| <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> </div> <div> <div>Legendary Planeswalker -- Tyvar</div> <div> You may activate abilities of creatures you control as though those creatures had haste.<br/> [+1]: Untap up to one target creature.<br/> [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. </div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> </div> <div> <div>Legendary Planeswalker -- Tyvar</div> <div> You may activate abilities of creatures you control as though those creatures had haste.<br/> [+1]: Untap up to one target creature.<br/> [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. </div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> </div> <div> <div>Legendary Planeswalker -- Tyvar</div> <div> You may activate abilities of creatures you control as though those creatures had haste.<br/> [+1]: Untap up to one target creature.<br/> [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. </div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> </div> <div> <div>Legendary Planeswalker -- Tyvar</div> <div> You may activate abilities of creatures you control as though those creatures had haste.<br/> [+1]: Untap up to one target creature.<br/> [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. </div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

## Wastewood Verge

Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

```
{T}: Add {G}.
{T}: Add {B}. Activate only if you
control a Swamp or a Forest.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Creature -- Phyrexian Fungus

```
{1}, Sacrifice this creature: Choose
one --
* Destroy target artifact.
* Destroy target enchantment.
* Proliferate. (Choose any number of
permanents and/or players, then give
each another counter of each kind
already there.)
```

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Creature - - Raccoon

Descend 4 -- When this creature enters, if there are four or more permanent cards in your graveyard, return target permanent card from your graveyard to your hand.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Creature -- Human Wizard

At the beginning of your upkeep,  
reveal the top card of your library  
and put that card into your hand.  
You lose life equal to its mana  
value.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑧

Creature -- Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

[sideboard]

2/1

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| <b>Dark Confidant</b> (1)(B)<br>Creature -- Human Wizard<br>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Dragon Sniper</b> (G)<br>Creature -- Human Archer<br>Reach, vigilance, deathtouch<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dragon Sniper</b> (G)<br>Creature -- Human Archer<br>Reach, vigilance, deathtouch<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gastal Raider</b> (2)(B)<br>Creature -- Vampire Rogue<br>Start your engines!<br>When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br>Max speed -- This creature gets +1/+1 and has menace.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Skyfisher Spider</b> (2)(B)(G)<br>Creature -- Spider<br>Reach<br>When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.<br>When this creature dies, you may gain 1 life for each creature card in your graveyard. If you do, exile this card from your graveyard.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Souls of the Lost1B</div><div>Creature -- Spirit</div><div>As an additional cost to cast this spell, discard a card or sacrifice a permanent.<br/>Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.</div><div>[sideboard]</div><div>*/*+1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Souls of the Lost1B</div><div>Creature -- Spirit</div><div>As an additional cost to cast this spell, discard a card or sacrifice a permanent.<br/>Fathomless descent -- Souls of the Lost's power is equal to the number of permanent cards in your graveyard and its toughness is equal to that number plus 1.</div><div>[sideboard]</div><div>*/*+1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Voldaren Thrillseeker2R</div><div>Creature -- Vampire Warrior</div><div>Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)<br/>{1}, Sacrifice this creature: It deals damage equal to its power to any target.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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