

<div>Consult the Star Charts ①①U</div> <div>Instant</div> <div> <p>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)</p> <p>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Consult the Star Charts ①①U</div> <div>Instant</div> <div> <p>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)</p> <p>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Consult the Star Charts ①①U</div> <div>Instant</div> <div> <p>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)</p> <p>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cori Mountain Monastery</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Plains or an Island.</p> <p>{T}: Add {R}.</p> <p>{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Deadly Cover-Up ③B B</div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deadly Cover-Up ③B B</div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Firebending Lesson ①R</div> <div>Instant -- Lesson</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Firebending Lesson ①R</div> <div>Instant -- Lesson</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Flashback</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flashback</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Gloomlake Verge</div></div> <div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Gloomlake Verge</div></div> <div><div>Land</div><div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Godless Shrine</div></div> <div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Great Hall of the Biblioplex</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Great Hall of the Biblioplex</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Great Hall of the Biblioplex</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Great Hall of the Biblioplex</div><div>Land</div><div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>({T}): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inevitable Defeat 1RWB</div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inevitable Defeat 1RWB</div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Inevitable Defeat 1RWB</div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inevitable Defeat 1RWB</div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}): Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jeskai Revelation 4URW</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Jeskai Revelation (4)(U)(R)(W)</div> <div>Instant</div> <div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Jeskai Revelation (4)(U)(R)(W)</div> <div>Instant</div> <div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Jeskai Revelation (4)(U)(R)(W)</div> <div>Instant</div> <div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mistrise Village</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>No More Lies (W)(U)</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>No More Lies (W)(U)</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div>Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Stormcarved Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strategic Betrayal</div><div>Sorcery</div><div><p>Target opponent exiles a creature they control and their graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunbillion Verge</div><div>Land</div><div><p>{T}: Add {W}.</p><p>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sundown Pass</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {R} or {W}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Tablet of Discovery</div><div>Artifact</div><div><p>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)</p><p>{T}: Add {R}.</p><p>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tablet of Discovery</div><div>Artifact</div><div><p>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)</p><p>{T}: Add {R}.</p><p>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tablet of Discovery</div><div>Artifact</div><div><p>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)</p><p>{T}: Add {R}.</p><p>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tablet of Discovery</div><div>Artifact</div><div><p>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)</p><p>{T}: Add {R}.</p><p>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Together as One</div> <div>Sorcery</div> <div>Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Ancient Vendetta</div> <div>Sorcery</div> <div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deadly Cover-Up</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Emeritus of Ideation</div> <div>Creature -- Human Wizard</div> <div>Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</div> <div>[sideboard]</div> <div>5/5</div> <div>----- OTHER FACE -----</div> <div>Ancestral Recall</div> <div>Instant</div> <div>Target player draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Firebending Lesson</div> <div>Instant -- Lesson</div> <div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

① ②

Counter target red or green spell.

[sideboard]

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① ②

Counter target red or green spell.

[sidebar]

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①

{T}: Exile target card from a graveyard.

{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.

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5 R R

Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs.

Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sidebar]

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X B B

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

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① R

Pyroclasm deals 2 damage to each creature.

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<div> <div>Return the Favor</div> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.</div> <div>+ {1} -- Change the target of target spell or ability with a single target.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell with mana value 2.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sphinx of the Final Word</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Sphinx</div> <div> <div>This spell can't be countered.</div> <div>Flying</div> <div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)</div> <div>Instant and sorcery spells you control can't be countered.</div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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