

<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Castle Locthwain</div><div>Land</div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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><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><div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div>Sorin, Imperious Bloodlord (2)(B)</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin, Imperious Bloodlord (2)(B)</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin, Imperious Bloodlord (2)(B)</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sorin, Imperious Bloodlord (2)(B)</div><div>Legendary Planeswalker -- Sorin</div><div>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thoughtseize (B)</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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3 B

Defender
{T}: Exchange target opponent's life
total with this creature's
toughness.

0/13

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Defender
{T}: Exchange target opponent's life
total with this creature's
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0/13

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3 B

Defender
{T}: Exchange target opponent's life
total with this creature's
toughness.

0/13

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① ⑧

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

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① ②

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

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

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.

1 B

Whenever you commit a crime, put a +1/+1 counter on Vadmír. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) As long as Vadmír has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

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3 B B B

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target
opponent loses 2 life and you gain 2
life.

6/5

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3 B B B

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target
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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

Flying
ward--Sacrifice a creature.
Whenever a creature dies, target
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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target
opponent loses 2 life and you gain 2
life.

6/5

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®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 7/10 - 8 cards - 2.5 x 3.5 in each

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

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② R

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.)
{1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

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② ③

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.)
{1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

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2 R

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.)
{1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

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②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

[sideboard]

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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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1 B

Menace (This creature can't be blocked except by two or more creatures.)
Your opponents can't gain life.
{1}{B}: This creature gets +1/+1 until end of turn.

2/2

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1 B R

Choose two --

- * Return target creature card from your graveyard to your hand.
- * Target player discards a card.
- * Destroy target artifact.
- * Kolaghan's Command deals 2 damage to any target.

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①②③

Choose two --

- * Return target creature card from your graveyard to your hand.
- * Target player discards a card.
- * Destroy target artifact.
- * Kolaghan's Command deals 2 damage to any target.

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① ② ③

Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)

[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.

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[-2]: Create a 1/1 red Devil
creature token with "When this token
dies, it deals 1 damage to any
target."
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[-7]: Target player draws seven
cards and loses 7 life.
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L 3

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<div> Ob Nixilis, the Adversary 1B R </div> <div> Legendary Planeswalker -- Nixilis </div> <div> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sheoldred's Edict 1 B </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sheoldred's Edict 1 B </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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