

Annul U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anticausal Vestige 6 Creature -- Eldrazi When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped. Warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Auxiliary Boosters 4 W Artifact -- Equipment When this Equipment enters, create a 2/2 colorless Robot artifact creature token and attach this Equipment to it. Equipped creature gets +1/+2 and has flying. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beamsaw Prospector 1 B Creature -- Human Artificer When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beamsaw Prospector 1 B Creature -- Human Artificer When this creature dies, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Stinger 1 G Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightspear Zealot 2 W Creature -- Human Soldier Vigilance This creature gets +2/+0 as long as you've cast two or more spells this turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Companion 2 Artifact Creature -- Dog Whenever this creature becomes tapped, you gain 1 life. {2}, {T}: Put target card from a graveyard on the bottom of its owner's library. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Close Encounter ①⑥ Instant As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile. Close Encounter deals damage equal to the power of the chosen creature or card to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codecracker Hound ②④ Creature -- Dog When this creature enters, look at the top two cards of your library. Put one into your hand and the other into your graveyard. Warp {2}{U} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codecracker Hound ②④ Creature -- Dog When this creature enters, look at the top two cards of your library. Put one into your hand and the other into your graveyard. Warp {2}{U} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic ①④ Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cryoshatter ④ Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Endurance ①⑧ Instant This spell costs {1} less to cast if it targets a blocking creature. Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decode Transmissions ②⑧ Sorcery You draw two cards and lose 2 life. Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desculpting Blast ①④ Instant Return target nonland permanent to its owner's hand. If it was attacking, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diplomatic Relations (2)(G) Instant Target creature you control gets +1/+0 and gains vigilance until end of turn. It deals damage equal to its power to target creature an opponent controls. [sideboard] 3/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entropic Battlecruiser (3)(B) Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 8+.) 1+ Whenever an opponent discards a card, they lose 3 life. 8+ Flying, deathtouch Whenever this Spacecraft attacks, each opponent discards a card. Each opponent who can't loses 3 life. [sideboard] 3/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faller's Faithful (2)(B) Creature -- Human Wizard When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flight-Deck Coordinator (2)(W) Creature -- Human Soldier At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flight-Deck Coordinator (2)(W) Creature -- Human Soldier At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frontline War-Rager (2)(R) Creature -- Kavu Soldier At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SanPop - Limited (Limited RC Super Qualifier)

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 3/11 - 8 cards - 2.5 x 3.5 in each

4 G

When this creature enters, you gain 2 life.

Warp {1}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

As long as you control an artifact, this creature gets +1/+0 and has deathtouch.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

As long as you control an artifact, this creature gets +1/+0 and has deathtouch.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flying
When this creature dies, create a
tapped 2/2 colorless Robot artifact
creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flying
When this creature dies, create a
tapped 2/2 colorless Robot artifact
creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever Haliya or another creature or artifact you control enters, you gain 1 life.

At the beginning of your end step, draw a card if you've gained 3 or more life this turn.

Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Equipped creature gets +3/+1.

Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, attach this Equipment to target creature you control.

Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Light Jammer 1 U Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) Equipped creature gets +1/+2. Equip {3} [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insatiable Skittermaw 2 B Creature -- Insect Horror Menace (This creature can't be blocked except by two or more creatures.) Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasive Maneuvers 1 R Instant Invasive Maneuvers deals 3 damage to target creature. It deals 5 damage instead if you control a Spacecraft. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kav Landseeker 3 R Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kav Landseeker 3 R Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mechan Navigator 1 U Artifact Creature -- Robot Pilot Whenever this creature becomes tapped, draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mechanozoa 4 U U Artifact Creature -- Robot Jellyfish When this creature enters, tap target artifact or creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Warp {2}{U} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mechan Shieldmate 1 U Artifact Creature -- Robot Soldier Defender As long as an artifact entered the battlefield under your control this turn, this creature can attack as though it didn't have defender. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meltstrider's Gear G Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has reach. Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meltstrider's Resolve G Enchantment -- Aura Enchant creature you control When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.) Enchanted creature gets +0/+2 and can't be blocked by more than one creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mm'menon, Uthros Exile 1 U R Legendary Creature -- Jellyfish Advisor Flying Whenever an artifact you control enters, put a +1/+1 counter on target creature. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥ ⑧

Flying
When this creature enters, it deals 3 damage to any target.

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{2}, {T}, Sacrifice this artifact:
You gain 3 life.
When this artifact is put into a graveyard from the battlefield, draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{2}, {T}, Sacrifice this artifact:
You gain 3 life.
When this artifact is put into a graveyard from the battlefield, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

Warp {1}{B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②③

Whenever you cast an artifact spell, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying."
Warp {U/R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

When this Spacecraft enters, it deals 10 damage to up to one target creature.

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)

7+ | Flying

[sidebar]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

When this Spacecraft enters, it deals 10 damage to up to one target creature.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)
7+ | Flying

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ([T]): Add [W].) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plasma Bolt Sorcery Plasma Bolt deals 2 damage to any target. Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulsar Squadron Ace Creature -- Human Pilot When this creature enters, look at the top five cards of your library. You may reveal a Spacecraft card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Strike Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Radiant Strike Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reroute Systems Instant Choose one -- * Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Reroute Systems deals 2 damage to target tapped creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rescue Skiff Artifact -- Spacecraft When this Spacecraft enters, return target creature or enchantment card from your graveyard to the battlefield. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 10+.) 10+ Flying [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shattered Wings Sorcery Destroy target artifact, enchantment, or creature with flying. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sinister Cryologist (2)(U) Creature -- Jellyfish Wizard When this creature enters, target creature an opponent controls gets -3/-0 until end of turn. Warp {U} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystinger (2)(G) Creature -- Insect Warrior Reach Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystinger (2)(G) Creature -- Insect Warrior Reach Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squire's Lightblade (W) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Squire's Lightblade (W) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starport Security (W) Artifact Creature -- Robot Soldier {3}{W}, {T}: Tap another target creature. This ability costs {2} less to activate if you control a creature with a +1/+1 counter on it. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Station Monitor (W)(U) Creature -- Lizard Artificer Whenever you cast your second spell each turn, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunstar Chaplain (1)(W) Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Susurian Voidborn 2 B Creature -- Vampire Soldier Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life. Warp {B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syr Vondam, the Lucent 2 W B B Legendary Creature -- Human Knight Deathtouch, lifelink Whenever Syr Vondam enters or attacks, other creatures you control get +1/+0 and gain deathtouch until end of turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temporal Intervention 2 B Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terrapact Intimidator 1 R Creature -- Kavu Scout When this creature enters, target opponent may have you create two Lander tokens. If they don't, put two +1/+1 counters on this creature. (A Lander token is an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thaumaton Torpedo 1 Artifact {6}, {T}, Sacrifice this artifact: Destroy target nonland permanent. This ability costs {3} less to activate if you attacked with a Spacecraft this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Seriema 1 W W Legendary Artifact -- Spacecraft When The Seriema enters, search your library for a legendary creature card, reveal it, put it into your hand, then shuffle. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.) 7+ Flying Other tapped legendary creatures you control have indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev