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| <b>Deputy of Detention</b> ①④⑤<br>Creature -- Vedalken Wizard<br>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dismember</b> ①④④<br>Instant<br>({B/P} can be paid with either {B} or 2 life.)<br>Target creature gets -5/-5 until end of turn.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                   | <b>Drogskol Captain</b> ①④⑤<br>Creature -- Spirit Soldier<br>Flying<br>Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Drogskol Captain</b> ①④⑤<br>Creature -- Spirit Soldier<br>Flying<br>Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Drogskol Captain</b> ①④⑤<br>Creature -- Spirit Soldier<br>Flying<br>Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                      | <b>Drogskol Captain</b> ①④⑤<br>Creature -- Spirit Soldier<br>Flying<br>Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   |

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Hallowed Fountain

Land -- Plains Island

((T): Add {W} or {U}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

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## Mausoleum Wanderer

©

Creature -- Spirit

Flying  
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.  
Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.

1/1

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## Playtest cards - Renzoch - Modern (Modern Challenge)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Mausoleum Wanderer</b> <sup>U</sup><br><hr/> Creature -- Spirit<br><hr/> Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mausoleum Wanderer</b> <sup>U</sup><br><hr/> Creature -- Spirit<br><hr/> Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mausoleum Wanderer</b> <sup>U</sup><br><hr/> Creature -- Spirit<br><hr/> Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Misty Rainforest</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           |
| <b>Mutavault</b><br><hr/> Token Land<br><hr/> {T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                | <b>Mutavault</b><br><hr/> Token Land<br><hr/> {T}: Add {C}.<br>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                | <b>Mystic Gate</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              | <b>Path to Exile</b> <sup>W</sup><br><hr/> Instant<br><hr/> Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Path to Exile</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                   | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                   | <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rattlechains</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, target Spirit gains hexproof until end of turn.<br/>You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Remorseful Cleric</div><div>1W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Sacrifice this creature: Exile target player's graveyard.</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         |

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| <div> <div>Remorseful Cleric</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Sacrifice this creature: Exile target player's graveyard.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Seachrome Coast</div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div>Seachrome Coast</div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div>Seachrome Coast</div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         |
| <div>Seachrome Coast</div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {W} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                            | <div>Selfless Spirit</div> <div> <div>1</div> <div>W</div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Sacrifice this creature: Creatures you control gain indestructible until end of turn.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Selfless Spirit</div> <div> <div>1</div> <div>W</div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Sacrifice this creature: Creatures you control gain indestructible until end of turn.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div>Selfless Spirit</div> <div> <div>1</div> <div>W</div> </div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Sacrifice this creature: Creatures you control gain indestructible until end of turn.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <b>Selfless Spirit</b> (1)(W)         Creature -- Spirit Cleric         Flying<br>Sacrifice this creature: Creatures you control gain indestructible until end of turn.         2/1         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                              | <b>Spell Queller</b> (1)(W)(U)         Creature -- Spirit         Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.         2/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spell Queller</b> (1)(W)(U)         Creature -- Spirit         Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.         2/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spell Queller</b> (1)(W)(U)         Creature -- Spirit         Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.         2/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Spell Queller</b> (1)(W)(U)         Creature -- Spirit         Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.         2/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Supreme Phantom</b> (1)(U)         Creature -- Spirit         Flying<br>Other Spirits you control get +1/+1.         1/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)         Creature -- Spirit         Flying<br>Other Spirits you control get +1/+1.         1/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      | <b>Supreme Phantom</b> (1)(U)         Creature -- Spirit         Flying<br>Other Spirits you control get +1/+1.         1/3         PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      |

Playtest cards - Renzoch - Modern (Modern Challenge)

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

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| <div> <div>Supreme Phantom</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Flying</div> <div>Other Spirits you control get +1/+1.</div> </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                            | <div> <div>Thalia, Guardian of Thraben</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <div>Thalia, Guardian of Thraben</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <div>Thalia, Guardian of Thraben</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <div>First strike</div> <div>Noncreature spells cost {1} more to cast.</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                           |
| <div> <div>Auriok Champion</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>Whenever another creature enters, you may gain 1 life.</div> <div>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Auriok Champion</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>Whenever another creature enters, you may gain 1 life.</div> <div>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Auriok Champion</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>Whenever another creature enters, you may gain 1 life.</div> <div>[sideboard]</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Chalice of the Void</div> <div> <div>X</div> <div>X</div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters with X charge counters on it.</div> <div>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> </div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <b>Chalice of the Void</b> (X)(X)<br>Artifact<br><p>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                        | <b>Chalice of the Void</b> (X)(X)<br>Artifact<br><p>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Damping Sphere</b> (2)<br>Artifact<br><p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Damping Sphere</b> (2)<br>Artifact<br><p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Deputy of Detention</b> (1)(W)(U)<br>Creature -- Vedalken Wizard<br><p>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.</p> <p>[sideboard]</p> <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Disdainful Stroke</b> (1)(U)<br>Instant<br><p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                     | <b>Disdainful Stroke</b> (1)(U)<br>Instant<br><p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                   | <b>Hurkyl's Recall</b> (1)(U)<br>Instant<br><p>Return all artifacts target player owns to their hand.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 |

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| <div> <div> <div>Kira, Great Glass-Spinner</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div> <div>Legendary Creature -- Spirit</div> <div> <div>Flying</div> <div> Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time each turn, counter that spell or ability." </div> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile all graveyards.</div> <div> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile all graveyards.</div> <div> If a card or token would be put into a graveyard from anywhere, exile it instead. </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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Playtest cards - Renzoch - Modern (Modern Challenge)

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