

|                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                     |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Chainsaw</b> (1)(R)<br>Artifact -- Equipment<br>When this Equipment enters, it deals 3 damage to up to one target creature.<br>Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment.<br>Equip {3} <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clockwork Percussionist</b> (R)<br>Artifact Creature -- Monkey Toy<br>Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                  | <b>Conductive Machete</b> (4)<br>Artifact -- Equipment<br>When this Equipment enters, manifest dread, then attach this Equipment to that creature. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)<br>Equipped creature gets +2/+1.<br>Equip {4} <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cryptid Inspector</b> (2)(G)<br>Creature -- Elf Warrior<br>Vigilance<br>Whenever a face-down permanent you control enters and whenever this creature or another permanent you control is turned face up, put a +1/+1 counter on this creature. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Cryptid Inspector</b> (2)(G)<br>Creature -- Elf Warrior<br>Vigilance<br>Whenever a face-down permanent you control enters and whenever this creature or another permanent you control is turned face up, put a +1/+1 counter on this creature. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Enduring Courage</b> (2)(R)(R)<br>Enchantment Creature -- Dog Glimmer<br>Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Being Hunted</b> (1)(R)(R)<br>Enchantment Creature -- Nightmare<br>Haste<br>This creature must be blocked if able. <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                 | <b>Fear of Being Hunted</b> (1)(R)(R)<br>Enchantment Creature -- Nightmare<br>Haste<br>This creature must be blocked if able. <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     |

|                                                                                                                                           |                                                                                                                                           |                                                                                                                                           |                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

②

When this creature dies, each player draws a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this Equipment enters, create a 1/1 white Glimmer enchantment creature token.  
Equipped creature gets +1/+1.  
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

Lands you control have "{T}: Add one mana of any color."  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

③ ⑥

When you unlock this door, mill four cards, then return up to two permanent cards from among them to your hand. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Survival -- At the beginning of your second main phase, if this creature is tapped, reveal cards from the top of your library until you reveal a land card. Put that card into your hand and the rest on the bottom of your library in a random order.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

① ② G

Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                        |                                                                                                                                                        |                                                                                                                                                        |                                                                                                                                                                                                                                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Ragged Playmate</div><div>Artifact Creature -- Toy</div><div>{1}, {T}: Target creature with power 2 or less can't be blocked this turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Ripchain Razorkin</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Berserker</div> <div> <div>Reach</div> <div>{2}{R}, Sacrifice a land: Draw a card.</div> </div> <div> <div>5/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                             | <div> <div>Scorching Dragonfire</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                  | <div> <div>Slavering Branchsnapper</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <div>Trample</div> <div>Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Slavering Branchsnapper</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <div>Trample</div> <div>Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                             |
| <div> <div>Turn Inside Out</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Valgavoth's Onslaught</div> <div> <div>X</div> <div>X</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wary Watchdog</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Dog</div> <div> <div>When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                       | <div> <div>Wickerfolk Thresher</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Artifact Creature -- Scarecrow</div> <div> <div>Delirium -- Whenever this creature attacks, if there are four or more card types among cards in your graveyard, look at the top card of your library. If it's a land card, you may put it onto the battlefield. If you don't put the card onto the battlefield, put it into your hand.</div> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

|                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Acrobatic Cheerleader</b> (1)(W)<br>Creature -- Human Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying counter on it. This ability triggers only once.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                       | <b>Anthropede</b> (3)(G)<br>Creature -- Insect<br>Reach<br>When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                  | <b>Anthropede</b> (3)(G)<br>Creature -- Insect<br>Reach<br>When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev          | <b>Attack-in-the-Box</b> (3)<br>Artifact Creature -- Toy<br>Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step.<br>[sideboard]<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Bashful Beastie</b> (4)(G)<br>Creature -- Beast<br>When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)<br>[sideboard]<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bedhead Beastie</b> (4)(R)(R)<br>Creature -- Beast<br>Menace (This creature can't be blocked except by two or more creatures.)<br>Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)<br>[sideboard]<br><div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cautious Survivor</b> (3)(G)<br>Creature -- Elf Survivor<br>Survival -- At the beginning of your second main phase, if this creature is tapped, you gain 2 life.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Clammy Prowler</b> (3)(U)<br>Enchantment Creature -- Horror<br>Whenever this creature attacks, another target attacking creature can't be blocked this turn.<br>[sideboard]<br><div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                         |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Clammy Prowler</b> <span>3</span><span>U</span> </div> <div>           Enchantment Creature -- Horror         </div> <div>           Whenever this creature attacks, another target attacking creature can't be blocked this turn.         </div> <div>           [sideboard]         </div> <div> <div>2/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div> <b>Clockwork Percussionist</b> <span></span><span>R</span> </div> <div>           Artifact Creature -- Monkey Toy         </div> <div>           Haste<br/>           When this creature dies, exile the top card of your library. You may play it until the end of your next turn.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Cult Healer</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Doctor         </div> <div>           Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn.         </div> <div>           [sideboard]         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                        | <div> <b>Demonic Counsel</b> <span>1</span><span>B</span> </div> <div>           Sorcery         </div> <div>           Search your library for a Demon card, reveal it, put it into your hand, then shuffle.<br/>           Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Derelict Attic</b> <span>2</span><span>B</span> </div> <div>           Enchantment -- Room         </div> <div>           When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           [sideboard]         </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Widow's Walk</b> <span>3</span><span>B</span> </div> <div>           Enchantment -- Room         </div> <div>           Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Derelict Attic</b> <span>2</span><span>B</span> </div> <div>           Enchantment -- Room         </div> <div>           When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           [sideboard]         </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Widow's Walk</b> <span>3</span><span>B</span> </div> <div>           Enchantment -- Room         </div> <div>           Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Diversion Specialist</b> <span>3</span><span>R</span> </div> <div>           Creature -- Human Warrior         </div> <div>           Menace (This creature can't be blocked except by two or more creatures.)<br/>           {1}, Sacrifice another creature or enchantment: Exile the top card of your library. You may play it this turn.         </div> <div>           [sideboard]         </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Don't Make a Sound</b> <span>1</span><span>U</span> </div> <div>           Instant         </div> <div>           Counter target spell unless its controller pays {2}. If they do, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                       |

Playtest cards - Next22Next - FreeForm (?Discord???-???-? DSK B03???? ?only who can under

sheet 7/13 - 8 cards - 2.5 x 3.5 in each

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

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

|                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Fear of Immobility</b> (4)(W)<br>Enchantment Creature -- Nightmare<br>When this creature enters, tap up to one target creature. If an opponent controls that creature, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Impostors</b> (1)(U)(U)<br>Enchantment Creature -- Nightmare<br>Flash<br>When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Lost Teeth</b> (B)<br>Enchantment Creature -- Nightmare<br>When this creature dies, it deals 1 damage to any target and you gain 1 life.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Final Vengeance</b> (B)<br>Sorcery<br>As an additional cost to cast this spell, sacrifice a creature or enchantment.<br>Exile target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    |
| <b>Final Vengeance</b> (B)<br>Sorcery<br>As an additional cost to cast this spell, sacrifice a creature or enchantment.<br>Exile target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                          | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                        | <b>Frantic Strength</b> (2)(G)<br>Enchantment -- Aura<br>Flash<br>Enchant creature<br>Enchanted creature gets +2/+2 and has trample.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               | <b>Ghostly Keybearer</b> (3)(U)<br>Creature -- Spirit<br>Flying<br>Whenever this creature deals combat damage to a player, unlock a locked door of up to one target Room you control.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

|                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Give In to Violence</b> (1)(B)</p> <p>Instant</p> <p>Target creature gets +2/+2 and gains lifelink until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Give In to Violence</b> (1)(B)</p> <p>Instant</p> <p>Target creature gets +2/+2 and gains lifelink until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                  | <p><b>Give In to Violence</b> (1)(B)</p> <p>Instant</p> <p>Target creature gets +2/+2 and gains lifelink until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                  | <p><b>Glimmerburst</b> (3)(U)</p> <p>Instant</p> <p>Draw two cards. Create a 1/1 white Glimmer enchantment creature token.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    |
| <p><b>Grab the Prize</b> (1)(R)</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Inquisitive Glimmer</b> (W)(U)</p> <p>Enchantment Creature -- Fox Glimmer</p> <p>Enchantment spells you cast cost {1} less to cast.<br/>Unlock costs you pay cost {1} less.</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Live or Die</b> (3)(B)(B)</p> <p>Instant</p> <p>Choose one --<br/>* Return target creature card from your graveyard to the battlefield.<br/>* Destroy target creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Marvin, Murderous Mimic</b> (2)</p> <p>Legendary Artifact Creature -- Toy</p> <p>Marvin has all activated abilities of creatures you control that don't have the same name as this creature.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Moldering Gym26</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> <p>[sideboard]</p> </div> <div> <div>Weight Room56</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, manifest dread, then put three +1/+1 counters on that creature.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div> <div>2/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Most Valuable Slayer3R</div> <div>Creature -- Human Warrior</div> <div> <p>Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                       | <div> <div>Murky Sewer</div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {U} or {B}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    |
| <div> <div>Neglected Manor</div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {W} or {B}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <div>Nowhere to Run1B</div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Nowhere to Run1B</div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Piranha Fly1U</div> <div>Creature -- Fish Insect</div> <div> <p>Flying</p> <p>This creature enters tapped.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - Next22Next - FreeForm (?Discord???-???-? DSK B03???? ?only who can under

sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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

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

|                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                      |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pyroclasm</b> (1)(R)<br><hr/> Sorcery<br><hr/> Pyroclasm deals 2 damage to each creature.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <b>Resurrected Cultist</b> (2)(B)<br><hr/> Creature -- Human Cleric<br><hr/> Delirium -- {2}{B}{B}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. (If a creature with a finality counter on it would die, exile it instead.)<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev4/1</div> | <b>Sawblade Skinripper</b> (1)(B)(R)<br><hr/> Creature -- Human Assassin<br><hr/> Menace<br>{2}, Sacrifice another creature or enchantment: Put a +1/+1 counter on this creature.<br>At the beginning of your end step, if you sacrificed one or more permanents this turn, this creature deals that much damage to any target.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev3/2</div> | <b>Seized from Slumber</b> (4)(W)<br><hr/> Instant<br><hr/> This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              |
| <b>Seized from Slumber</b> (4)(W)<br><hr/> Instant<br><hr/> This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Seized from Slumber</b> (4)(W)<br><hr/> Instant<br><hr/> This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                          | <b>Shardmage's Rescue</b> (W)<br><hr/> Enchantment -- Aura<br><hr/> Flash<br>Enchant creature you control<br>As long as this Aura entered this turn, enchanted creature has hexproof.<br>Enchanted creature gets +1/+1.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <b>Shroudstomper</b> (3)(W)(W)(B)(B)<br><hr/> Creature -- Elemental<br><hr/> Deathtouch<br>Whenever this creature enters or attacks, each opponent loses 2 life. You gain 2 life and draw a card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev5/5</div> |

Playtest cards - Next222Next - FreeForm (?Discord???-???-? DSK B03???? ?only who can under

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 11/13 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Sporogenic Infection 1B</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature.</p> <p>When enchanted creature is dealt damage, destroy it.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                            | <div>Sporogenic Infection 1B</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature.</p> <p>When enchanted creature is dealt damage, destroy it.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Strangled Cemetery</div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {B} or {G}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                          | <div>Strangled Cemetery</div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {B} or {G}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                             |
| <div>The Jolly Balloon Man 1RW</div> <div>Legendary Creature -- Human Clown</div> <div> <p>Haste</p> <p>{1}, {T}: Create a token that's a copy of another target creature you control, except it's a 1/1 red Balloon creature in addition to its other colors and types and it has flying and haste. Sacrifice it at the beginning of the next end step. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Tunnel Surveyor 2U</div> <div>Creature -- Human Detective</div> <div> <p>When this creature enters, create a 1/1 white Glimmer enchantment creature token.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <div>Twist Reality 1UU</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell.</li> <li>* Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</li> </ul> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Unsettling Twins 3W</div> <div>Creature -- Human</div> <div> <p>When this creature enters, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Next222Next - FreeForm (?Discord???-???-? DSK B03???? ?only who can under

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 12/13 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                              |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Vanish from Sight</b> <div> <div>3</div> <div>U</div> </div> </div> <div> Instant </div> <div> Target nonland permanent's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div> <div>[sideboard]</div> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Vicious Clown</b> <div> <div>2</div> <div>R</div> </div> </div> <div> Creature -- Human Clown </div> <div> Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Winter, Misanthropic Guide</b> <div> <div>1</div> <div>B</div> <div>R</div> <div>G</div> </div> </div> <div> Legendary Creature -- Human Warlock </div> <div> Ward {2}<br/> At the beginning of your upkeep, each player draws two cards.<br/> Delirium -- As long as there are four or more card types among cards in your graveyard, each opponent's maximum hand size is equal to seven minus the number of those card types. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Winter's Intervention</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Winter's Intervention deals 2 damage to target creature. You gain 2 life. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Withering Torment</b> <div> <div>2</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature or enchantment. You lose 2 life. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                              |