

<div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying This creature enters with four oil counters on it. At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Bitter Triumph (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Bitter Triumph (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div></div><div><div>----- BACK FACE -----</div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bloodtithe Harvester (B)(R)</div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Duress (B)</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dusk Legion Zealot (1)(B)</div><div>Creature -- Vampire Soldier</div><div>When this creature enters, you draw a card and you lose 1 life.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- -- - BACK FACE - - -</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- -- - BACK FACE - - -</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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<div>Heartless Act</div> <div>Instant</div> <div>Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Hive of the Eye Tyrant</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Hive of the Eye Tyrant</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Preacher of the Schism</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Preacher of the Schism (2)(B) <hr/> Creature -- Vampire Cleric <hr/> Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sheoldred, the Apocalypse (2)(B)(B) <hr/> Legendary Creature -- Phyrexian Praetor <hr/> Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sorin, Imperious Bloodlord (2)(B) <hr/> Legendary Planeswalker -- Sorin <hr/> [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sorin, Imperious Bloodlord (2)(B) <hr/> Legendary Planeswalker -- Sorin <hr/> [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Sorin, Imperious Bloodlord (2)(B) <hr/> Legendary Planeswalker -- Sorin <hr/> [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sorin, Imperious Bloodlord (2)(B) <hr/> Legendary Planeswalker -- Sorin <hr/> [+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it. [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life. [-3]: You may put a Vampire creature card from your hand onto the battlefield. <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sulfurous Springs <hr/> Land <hr/> {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sulfurous Springs <hr/> Land <hr/> {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Urborg, Tomb of Yawgmoth</div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Vein Ripper (3)(B)(B)(B) Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vein Ripper (3)(B)(B)(B) Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vein Ripper (3)(B)(B)(B) Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vein Ripper (3)(B)(B)(B) Creature -- Vampire Assassin Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blot Out (2)(B) Instant Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - renatoaraujo - Pioneer (Pioneer League)

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

<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Knight of Dusk's Shadow (1)(B)</p> <p>Creature -- Human Knight</p> <p>Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kolaghan's Command (1)(B)(R)</p> <p>Instant</p> <p>Choose two -- * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Liliana of the Veil (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Liliana of the Veil (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div> Reckoner Bankbuster ② </div> <div> Artifact -- Vehicle </div> <div> <p>This Vehicle enters with three charge counters on it.</p> <p>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."</p> <p>Crew 3</p> <p>[sideboard]</p> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Reckoner Bankbuster ② </div> <div> Artifact -- Vehicle </div> <div> <p>This Vehicle enters with three charge counters on it.</p> <p>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."</p> <p>Crew 3</p> <p>[sideboard]</p> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Unlicensed Hearse ② </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
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