

<div><div><div>Bayou</div><div>Land -- Swamp Forest</div><div>(T): Add B or G.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bayou</div><div>Land -- Swamp Forest</div><div>(T): Add B or G.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bayou</div><div>Land -- Swamp Forest</div><div>(T): Add B or G.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bayou</div><div>Land -- Swamp Forest</div><div>(T): Add B or G.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Beseech the Mirror 1BBB</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Beseech the Mirror 1BBB</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Beseech the Mirror 1BBB</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Beseech the Mirror 1BBB</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Echo of Eons</div><div><div>4UU</div></div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Echo of Eons</div><div><div>4UU</div></div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Echo of Eons</div><div><div>4UU</div></div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Echo of Eons</div><div><div>4UU</div></div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Elvish Spirit Guide</div><div><div>2G</div></div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Elvish Spirit Guide</div><div><div>2G</div></div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Elvish Spirit Guide</div><div><div>2G</div></div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Elvish Spirit Guide</div><div><div>2G</div></div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Fell the Profane</div> <div>2BB</div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>-----BACK FACE-----</div> <div>Fell Mire</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fell the Profane</div> <div>2BB</div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>-----BACK FACE-----</div> <div>Fell Mire</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fell the Profane</div> <div>2BB</div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>-----BACK FACE-----</div> <div>Fell Mire</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fell the Profane</div> <div>2BB</div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>-----BACK FACE-----</div> <div>Fell Mire</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Gaea's Will</div><div>Sorcery</div><div>Suspend 4--{G} Until end of turn, you may play lands and cast spells from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lion's Eye Diamond</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lion's Eye Diamond</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lion's Eye Diamond</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lion's Eye Diamond</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

①

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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

<div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Orc Archer</div><div>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tendrils of Agony</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Urza's Saga</div></div><div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}": Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Urza's Saga</div></div><div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}": Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Urza's Saga</div></div><div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}": Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Urza's Saga</div></div><div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}": Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Veil of Summer</div><div><div>6</div></div></div><div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Veil of Summer</div><div><div>6</div></div></div><div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
{1}, {T}, Sacrifice this artifact:
Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
{1}, {T}, Sacrifice this artifact:
Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
{U}, Sacrifice this artifact: Return target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a card.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures <hr/> Legendary Land <hr/> <p>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Carpet of Flowers ⑥ <hr/> Enchantment <hr/> <p>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Carpet of Flowers ⑥ <hr/> Enchantment <hr/> <p>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Carpet of Flowers ⑥ <hr/> Enchantment <hr/> <p>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Carpet of Flowers ⑥ <hr/> Enchantment <hr/> <p>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Empty the Warrens ③R <hr/> Sorcery <hr/> <p>Create two 1/1 red Goblin creature tokens. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Haywire Mite ① <hr/> Artifact Creature -- Insect <hr/> <p>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Nature's Claim ⑥ <hr/> Instant <hr/> <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div> Nature's Claim 6 </div> <div> Instant </div> <div> Destroy target artifact or enchantment. Its controller gains 4 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Nihil Spellbomb 1 </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Song of Creation 1GUR </div> <div> Enchantment </div> <div> You may play an additional land on each of your turns. Whenever you cast a spell, draw two cards. At the beginning of your end step, discard your hand. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	