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| <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Blood Fountain</b> (B)<br>Artifact<br>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br>{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                  | <b>Chromatic Star</b> (1)<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | <b>Chromatic Star</b> (1)<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | <b>Chromatic Star</b> (1)<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             |

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| <div><div><div>Chromatic Star</div><div>①</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Cleansing Wildfire</div><div>①R</div></div><div>Sorcery</div><div>Destroy target land. Its controller<br/>may search their library for a basic<br/>land card, put it onto the<br/>battlefield tapped, then shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Cleansing Wildfire</div><div>①R</div></div><div>Sorcery</div><div>Destroy target land. Its controller<br/>may search their library for a basic<br/>land card, put it onto the<br/>battlefield tapped, then shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Cleansing Wildfire</div><div>①R</div></div><div>Sorcery</div><div>Destroy target land. Its controller<br/>may search their library for a basic<br/>land card, put it onto the<br/>battlefield tapped, then shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div><div>Cleansing Wildfire</div><div>①R</div></div><div>Sorcery</div><div>Destroy target land. Its controller<br/>may search their library for a basic<br/>land card, put it onto the<br/>battlefield tapped, then shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Deadly Dispute</div><div>①B</div></div><div>Instant</div><div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Deadly Dispute</div><div>①B</div></div><div>Instant</div><div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Deadly Dispute</div><div>①B</div></div><div>Instant</div><div>As an additional cost to cast this<br/>spell, sacrifice an artifact or<br/>creature.<br/>Draw two cards and create a Treasure<br/>token. (It's an artifact with "{T}",<br/>Sacrifice this token: Add one mana<br/>of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Deadly Dispute<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                       |
| <div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Eviscerator's Insight<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eviscerator's Insight<div>1B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Evolution Witness<div>2G</div></div><div>Creature -- Elf Shaman Mutant</div><div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)<br/>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>Haunted Cloak3</div> <div>Artifact -- Equipment</div> <div>Equipped creature has vigilance, trample, and haste.<br/>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ichor Wellspring2</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ichor Wellspring2</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Krark-Clan ShamanR</div> <div>Creature -- Goblin Shaman</div> <div>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Krark-Clan ShamanR</div> <div>Creature -- Goblin Shaman</div> <div>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               |

① R

{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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| <div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sadistic Glee</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Whenever a creature dies, put a<br/>+1/+1 counter on enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Slagwoods Bridge</div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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| <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>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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.)<br/>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>Reach<br/>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Breath Weapon</b> (2)(R)</p> <p>Instant</p> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Breath Weapon</b> (2)(R)</p> <p>Instant</p> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Duress</b> (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                 | <p><b>Duress</b> (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                 |

**Playtest cards - Terminus0 - Pauper (Pauper 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

®

`{X}{X}{1}`: Destroy target  
noncreature artifact with mana value  
X.

1/1

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®

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{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
```

1/1

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®

Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

1/1

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①

{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.

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①

{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.

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①

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Equipped creature gets +1/+0.
Whenever equipped creature dies, you
gain 3 life.
Equip {1}
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

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| <div> <div>Tamiyo's Safekeeping</div> <div> <div>Instant</div> <div> <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tamiyo's Safekeeping</div> <div> <div>Instant</div> <div> <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Weather the Storm</div> <div> <div>Instant</div> <div> <p>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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