

Brightglass Gearhulk GGWW Artifact Creature -- Construct First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broadside Barrage 1UR Instant Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canyon Vaulter 1W Creature -- Kor Pilot Whenever this creature saddles a Mount or crews a Vehicle during your main phase, that Mount or Vehicle gains flying until end of turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Carrion Cruiser 2B Artifact -- Vehicle When this Vehicle enters, mill two cards. Then return a creature or Vehicle card from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Count on Luck RRR Enchantment At the beginning of your upkeep, exile the top card of your library. You may play that card this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daretti, Rocketeer Engineer 4R Legendary Creature -- Goblin Artificer Daretti's power is equal to the greatest mana value among artifacts you control. Whenever Daretti enters or attacks, choose target artifact card in your graveyard. You may sacrifice an artifact. If you do, return the chosen card to the battlefield. [sideboard] * /5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daring Mechanic 2W Creature -- Human Artificer {3}{W}: Put a +1/+1 counter on target Mount or Vehicle. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - b3an - Limited (Limited Super Qualifier)

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sheet 1/11 - 8 cards - 2.5 x 3.5 in each

Daring Mechanic (2)(W) Creature -- Human Artificer {3}{W}: Put a +1/+1 counter on target Mount or Vehicle. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathless Pilot (1)(B) Creature -- Zombie Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. {3}{B}: Return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathless Pilot (1)(B) Creature -- Zombie Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. {3}{B}: Return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defend the Rider (G) Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dynamite Diver (R) Creature -- Goblin Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. When this creature dies, it deals 1 damage to any target. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earthrumbler (4)(G) Artifact -- Vehicle Vigilance, trample Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endrider Catalyzer (1)(R) Creature -- Human Warrior Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- {T}: Add {R}{R}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engine Rat (B) Creature -- Zombie Rat Deathtouch {5}{B}: Each opponent loses 2 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flood the Engine (2)(U) Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flood the Engine (2)(U) Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foul Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {B}. {1}{B}, {T}, Sacrifice this land: Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gastal Raider (2)(B) Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glitch Ghost Surveyor (2)(U) Creature -- Spirit Scout Flying Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloryheath Lynx (1)(W) Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Surveyor (2)(R) Creature -- Goblin Scout Trample Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 3/11 - 8 cards - 2.5 x 3.5 in each

Hour of Victory 2 B Enchantment Start your engines! When this enchantment enters, create a 2/2 black Zombie creature token. Max speed -- {1}{B}, Sacrifice this enchantment: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulldrifter 3 U U Artifact -- Vehicle Flying When this Vehicle enters, draw two cards. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Interface Ace 1 W Artifact Creature -- Robot Pilot This creature saddles Mounts and crews Vehicles using its toughness rather than its power. Whenever this creature becomes tapped during your turn, untap it. This ability triggers only once each turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Interface Ace 1 W Artifact Creature -- Robot Pilot This creature saddles Mounts and crews Vehicles using its toughness rather than its power. Whenever this creature becomes tapped during your turn, untap it. This ability triggers only once each turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen Buccaneer 2 U Creature -- Octopus Pirate Vigilance Exhaust -- {1}{U}: Draw a card, then discard a card. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen Buccaneer 2 U Creature -- Octopus Pirate Vigilance Exhaust -- {1}{U}: Draw a card, then discard a card. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightshield Parry W Instant Target creature gets +2/+2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightwheel Enhancements W Enchantment -- Aura Enchant creature or Vehicle Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Enchanted permanent gets +1/+1 and has vigilance. Max speed -- You may cast this card from your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magmakin Artillerist 2R Creature -- Elemental Pirate Whenever you discard one or more cards, this creature deals that much damage to each opponent. Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.) When you cycle this card, it deals 1 damage to each opponent. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Mangler 1U Artifact -- Vehicle During turns other than yours, this Vehicle is an artifact creature. Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mindspring Merfolk U Creature -- Merfolk Wizard Exhaust -- {X}{U}{U}, {T}: Draw X cards. Put a +1/+1 counter on each Merfolk creature you control. (Activate each exhaust ability only once.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

③

Whenever you discard a card, choose one that hasn't been chosen this turn --

- * Draw a card.
- * Create a Treasure token.
- * Each opponent loses 3 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped. As it enters, choose a color.

{T}: Add one mana of the chosen color.

Cycling {3} ({3}, Discard this card:
Draw a card.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Creature -- Vedalken Artificer

When this creature enters, create a 1/1 colorless Thopter artifact creature token with flying.

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[sidebar]
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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact Creature -- Construct

Defender

{T}: Add {C}{C}. Spend this mana only to activate abilities.

{2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy.

[sidebar]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

Creature -- Mole

When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Mount or Vehicle.
 {T}: Add {U}.
 {1}{U}, {T}, Sacrifice this land:
 Create a 1/1 colorless Pilot
 creature token with "This token
 saddles Mounts and crews Vehicles as
 though its power were 2 greater."
 Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Instant

This spell costs {3} less to cast if it targets a tapped permanent.
Exile target creature or Vehicle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Artifact -- Vehicle

When this Vehicle enters, each opponent discards a card. Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Creature -- Zombie Cat Knight

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

Max speed -- At the beginning of your end step, create a 2/2 black Zombie creature token.

[sidebar]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Sorcery

Draw two cards. Each player loses 2 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Sorcery

Draw two cards. Each player loses 2 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Instant

This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sabotage Strategist (2)(U)(U) Creature -- Vedalken Ranger Flying, vigilance Whenever one or more creatures attack you, those creatures get -1/-0 until end of turn. Exhaust -- {5}{U}{U}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silken Strength (1)(G) Enchantment -- Aura Flash Enchant creature or Vehicle When this Aura enters, untap enchanted permanent. Enchanted permanent gets +1/+2 and has reach. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skybox Ferry (5) Artifact -- Vehicle Flying Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skybox Ferry (5) Artifact -- Vehicle Flying Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spectral Interference (1)(U) Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spin Out (1)(B)(B) Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spire Mechcycle (4)(R) Artifact -- Vehicle Haste Exhaust -- Tap another untapped Mount or Vehicle you control: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it for each Mount and/or Vehicle you control other than this Vehicle. (Activate each exhaust ability only once.) Crew 2 [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spotcycle Scouter (1)(W) Artifact -- Vehicle When this Vehicle enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stall Out ①①U Sorcery Tap target creature or Vehicle, then put three stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stampeding Scurryfoot ⑥ Creature -- Mouse Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Column ③ Artifact Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbellow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sundial, Dawn Tyrant ①①W Legendary Artifact Creature -- Construct [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terrian, World Tyrant ②⑥⑥⑥ Legendary Creature -- Dinosaur Ooze [sideboard] 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trip Up ③③U Instant Target nonland permanent's owner puts it on their choice of the top or bottom of their library. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tyrox, Saurid Tyrant 1R Legendary Creature -- Dinosaur Warrior [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrox, Saurid Tyrant 1R Legendary Creature -- Dinosaur Warrior [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unswerving Sloth 3WW Creature -- Sloth Mount Whenever this creature attacks while saddled, it gains indestructible until end of turn. Untap all creatures you control. Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venomsac Lagac 1G Creature -- Lizard Mount Deathtouch Whenever this creature attacks while saddled, it gets +0/+3 until end of turn. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Veteran Beastrider 1GW Creature -- Human Knight At the beginning of your end step, untap each creature you control. {2}{G}{W}: Creatures you control get +1/+1 until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyager Quickwelder 2W Artifact Creature -- Robot Artificer Artifact spells you cast cost {1} less to cast. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Sarcophagus 2 Artifact Creature -- Zombie Cat Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- This creature gets +1/+2. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Webstrike Elite

Creature -- Insect Archer

Reach
Cycling {X}{G}{G} ({X}{G}{G},
Discard this card: Draw a card.)
When you cycle this card, destroy up
to one target artifact or
enchantment with mana value X.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wickerfolk Indomitable (3)(B)

Artifact Creature -- Scarecrow

You may cast this card from your graveyard by paying 2 life and sacrificing an artifact or creature in addition to paying its other costs.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wickerfolk Indomitable (3)(B)

Artifact Creature -- Scarecrow

You may cast this card from your graveyard by paying 2 life and sacrificing an artifact or creature in addition to paying its other costs.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wreckage Wickerfolk ① ⑧

Artifact Creature -- Scarecrow

Flying
When this creature enters, 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.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev