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| <p><b>Azure Fleet Admiral</b> (3)(U)</p> <p>Creature -- Human Pirate</p> <p>When this creature enters, you become the monarch.<br/>This creature can't be blocked by creatures the monarch controls.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bind the Monster</b> (U)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br/>Enchanted creature doesn't untap during its controller's untap step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bind the Monster</b> (U)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br/>Enchanted creature doesn't untap during its controller's untap step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bind the Monster</b> (U)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br/>Enchanted creature doesn't untap during its controller's untap step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Brinebarrow Intruder</b> (U)</p> <p>Creature -- Human Rogue</p> <p>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <p><b>Brinebarrow Intruder</b> (U)</p> <p>Creature -- Human Rogue</p> <p>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                              | <p><b>Brinebarrow Intruder</b> (U)</p> <p>Creature -- Human Rogue</p> <p>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                              | <p><b>Brinebarrow Intruder</b> (U)</p> <p>Creature -- Human Rogue</p> <p>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                              |

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| <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                   | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                   | <div><div>Counterspell</div><div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                   |
| <div><div>Echoing Truth</div><div><div>1U</div></div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Faerie Miscreant</div><div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Faerie Miscreant</div><div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Faerie Miscreant</div><div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Faerie Miscreant</b> <sup>U</sup><br>Creature -- Faerie Rogue<br>Flying<br>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                            | <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>Flying<br>When this creature enters, scry 2.<br>(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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>Flying<br>When this creature enters, scry 2.<br>(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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>Flying<br>When this creature enters, scry 2.<br>(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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>Flying<br>When this creature enters, scry 2.<br>(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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                 | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                 | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                 |

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

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Moon-Circuit Hacker</b> ①②<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Moon-Circuit Hacker</b> ①②<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Moon-Circuit Hacker</b> ①②<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Moon-Circuit Hacker</b> ①②<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ninja of the Deep Hours</b> ③④<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Ninja of the Deep Hours</b> ③④<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Ninja of the Deep Hours</b> ③④<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Ninja of the Deep Hours</b> ③④<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     |

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| <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                   |
| <div><div>Snaremaster Sprite</div><div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div><p>Flying<br/>When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div>Instant</div> <div><p>Counter target noncreature spell unless its controller pays {2}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div>Instant</div> <div><p>Counter target noncreature spell unless its controller pays {2}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div><p>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</p></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>Flash<br>Flying<br>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>Flash<br>Flying<br>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>Flash<br>Flying<br>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unable to Scream</b> ②<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Annu1</b> ②<br>Instant<br>Counter target artifact or enchantment spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                | <b>Annu1</b> ②<br>Instant<br>Counter target artifact or enchantment spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                | <b>Azure Fleet Admiral</b> ③②<br>Creature -- Human Pirate<br>When this creature enters, you become the monarch.<br>This creature can't be blocked by creatures the monarch controls.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       | <b>Bonesplitter</b> ①<br>Artifact -- Equipment<br>Equipped creature gets +2/+0.<br>Equip {1}<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                |

Playtest cards - VingadorMTG - Pauper (Pauper Challenge 32)

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

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| <div> <div>Cogwork Wrestler</div> <div> <div>Artifact Creature -- Gnome</div> <div>Flash</div> <div>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div> <div>[sideboard]</div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dispel</div> <div> <div>Instant</div> <div>Counter target instant spell.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                       | <div> <div>Hydroblast</div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          | <div> <div>Hydroblast</div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          |
| <div> <div>Hydroblast</div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                        | <div> <div>Hydroblast</div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.</div> <div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.</div> <div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Sunken City</div> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}{U}.</p> <p>Blue creatures get +1/+1.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unable to Scream</div> <div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Viridian Longbow</div> <div> <div>1</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature has "{T}: This creature deals 1 damage to any target."</p> <p>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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