

Atraxa, Grand Unifier 3 G W U B Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Stashed Skeleton Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Stashed Skeleton Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Stashed Skeleton Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Case of the Stashed Skeleton Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker Enchantment -- Saga (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. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker Enchantment -- Saga (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. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fable of the Mirror-Breaker2R Enchantment -- Saga (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. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker2R Enchantment -- Saga (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. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fatal PushB Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Indomitable Creativity (X)(R)(R)(R) Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Indomitable Creativity (X)(R)(R)(R) Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Indomitable Creativity (X)(R)(R)(R) Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Indomitable Creativity (X)(R)(R)(R) Sorcery Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis, the Adversary (1)(B)(R) Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation (1)(G) Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pawpatch Formation

① ②

Instant

Choose one --

- ```
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pawpatch Formation

① ⑥

Instant

Choose one --

- ```
* Destroy target creature with
flying.
* Destroy target enchantment.
* Draw a card. Create a Food token.
(It's an artifact with "{2}, {T},
Sacrifice this token: You gain 3
life.")
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation

① ⑥

Instant

Choose one --

- ```
* Destroy target creature with
flying.
* Destroy target enchantment.
* Draw a card. Create a Food token.
(It's an artifact with "{2}, {T},
Sacrifice this token: You gain 3
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pillage the Bog

**B G**

Sorcery

Look at the top  $X$  cards of your library, where  $X$  is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pillage the Bog

**B G**

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Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Raucous Theater

Land - - Swamp Mountain

({T}: Add {B} or {R}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stomping Ground

Land -- Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stomping Ground

Land -- Mountain Forest

( $\{T\}$ : Add  $\{R\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Taubman, Samuel - Pioneer (ANZ Super Series Cycle 7 Sunday 5K)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |
| <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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> |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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lose 2 life.

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4GGG

Reach, trample  
When this creature enters, choose two --

- \* Destroy target artifact or enchantment.
- \* Target player gains 5 life.
- \* Create a 4/4 green Rhino Warrior creature token.
- \* Put a shield counter on a creature you control.

7/7

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®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 B B B

Flying, lifelink  
ward--Sacrifice three nonland  
permanents.  
If a card you didn't control would  
be put into an opponent's graveyard  
from anywhere, exile it instead.  
During your turn, you may play cards  
exiled with Valgavoth. If you cast a  
spell this way, pay life equal to  
its mana value rather than pay its  
mana cost.

9/9

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| <div><div><div>Volcanic Spite</div><div>①②</div></div><div><div>Instant</div><div>Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Volcanic Spite</div><div>①②</div></div><div><div>Instant</div><div>Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Ziatora's Proving Ground</div><div></div></div><div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Ziatora's Proving Ground</div><div></div></div><div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Anger of the Gods</div><div>①②③</div></div><div><div>Sorcery</div><div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div></div></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Anger of the Gods</div><div>①②③</div></div><div><div>Sorcery</div><div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div></div></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Back to Nature</div><div>①⑥</div></div><div><div>Instant</div><div>Destroy all enchantments.</div></div></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                           | <div><div><div>Back to Nature</div><div>①⑥</div></div><div><div>Instant</div><div>Destroy all enchantments.</div></div></div> <div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                           |

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| <div><div><div>Duress</div><div>B</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>B</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Duress</div><div>B</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  |
| <div><div><div>Go Blank</div><div>2B</div></div><div>Sorcery</div><div>Target player discards two cards. Then exile that player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div><div>Go Blank</div><div>2B</div></div><div>Sorcery</div><div>Target player discards two cards. Then exile that player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div><div>Hidetsugu Consumes All</div><div>1BR</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Destroy each nonland permanent with mana value 1 or less.<br/>II -- Exile all graveyards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Vessel of the All-Consuming</div><div>Enchantment Creature -- Ogre Shaman</div></div><div>Trample<br/>Whenever this creature deals damage, put a +1/+1 counter on it.<br/>Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Leyline of the Void (2)(B)(B)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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## Worldspine Wurm (8)(G)(G)(G)

Creature -- Wurm

Trample

When this creature dies, create three 5/5 green Wurm creature tokens with trample.

When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.

[sideboard]

15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Xenagos, God of Revels (3)(R)(G)

Legendary Enchantment Creature -- God

Indestructible

As long as your devotion to red and green is less than seven, Xenagos isn't a creature.

At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev