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| <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Aloe Alchemist</b> (1)(G)<br>Creature -- Plant Warlock<br>Trample<br>When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.<br>Plot {1}{G} (You may pay {1}{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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 | <b>Atarka's Command</b> (R)(G)<br>Instant<br>Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                 |

**G**

Enchant creature  
Enchanted creature gets +2/+0 and  
has trample. (It can deal excess  
combat damage to the player or  
planeswalker it's attacking.)  
When this Aura is put into a  
graveyard from the battlefield, draw  
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



When this creature enters, add {R}{G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>--- BACK FACE ---</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      | <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>--- BACK FACE ---</div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      | <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} 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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} 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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} 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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} 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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den of the Bugbear</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |

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| <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heartfire Hero</div> <div><div>R</div></div> <div>Creature -- Mouse Soldier</div> <div>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br/>When this creature dies, it deals damage equal to its power to each opponent.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                |

**Playtest cards - manalacaio - Pioneer (Pioneer Challenge 32)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

## Monstrous Rage

®

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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®

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Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phoenix Chick

®

Creature -- Phoenix

Flying, haste  
This creature can't block.  
Whenever you attack with three or  
more creatures, you may pay  $\{R\}\{R\}$ .  
If you do, return this card from  
your graveyard to the battlefield  
tapped and attacking with a +1/+1  
counter on it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Play with Fire

®

Instant

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Play with Fire

®

Instant

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Play with Fire</b> <span>(R)</span> </div> <div> Instant </div> <div> <p>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                         | <div> <div> <b>Play with Fire</b> <span>(R)</span> </div> <div> Instant </div> <div> <p>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                         | <div> <div> <b>Ramunap Ruins</b> </div> <div> Land -- Desert </div> <div> <p>{T}: Add {C}.<br/> {T}, Pay 1 life: Add {R}.<br/> {2}{R}{R}, {T}, Sacrifice a Desert:<br/> This land deals 2 damage to each opponent.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                      | <div> <div> <b>Ramunap Ruins</b> </div> <div> Land -- Desert </div> <div> <p>{T}: Add {C}.<br/> {T}, Pay 1 life: Add {R}.<br/> {2}{R}{R}, {T}, Sacrifice a Desert:<br/> This land deals 2 damage to each opponent.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                          |
| <div> <div> <b>Reckless Bushwhacker</b> <span>(2)(R)</span> </div> <div> Creature -- Goblin Warrior Ally </div> <div> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/> Haste<br/> When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Reckless Bushwhacker</b> <span>(2)(R)</span> </div> <div> Creature -- Goblin Warrior Ally </div> <div> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/> Haste<br/> When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Reckless Bushwhacker</b> <span>(2)(R)</span> </div> <div> Creature -- Goblin Warrior Ally </div> <div> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/> Haste<br/> When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Sokenzan, Crucible of Defiance</b> </div> <div> Legendary Land </div> <div> <p>{T}: Add {R}.<br/> Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <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><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><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><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><div><div>Destructive Revelry</div><div>Instant</div><div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Destructive Revelry</div><div>Instant</div><div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Destructive Revelry</div><div>Instant</div><div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Grafdigger's Cage</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Magebane Lizard</b> (1)(R)<br>Creature -- Lizard<br>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.<br>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pick Your Poison</b> (G)<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Pick Your Poison</b> (G)<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Redcap Melee</b> (R)<br>Instant<br>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    | <b>Redcap Melee</b> (R)<br>Instant<br>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    | <b>Rending Volley</b> (R)<br>Instant<br>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 |

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| <div> <div>Rending Volley</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Scorching Shot</div> <div> <div>Sorcery</div> <div> <p>Scorching Shot deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Shapers' Sanctuary</div> <div> <div>Enchantment</div> <div> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</p> <p>[sideboard]</p> </div> </div> </div> |  |
| <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                     |  |