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| <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |
| <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Blast Zone</div></div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Blast Zone</b></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div><b>Change the Equation</b> ①①</div><div>Instant</div><div><p>Choose one --</p><p>* Counter target spell with mana value 2 or less.</p><p>* Counter target red or green spell with mana value 6 or less.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div><b>Ephara's Dispersal</b> ②①</div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Ephara's Dispersal</b> ②①</div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Ephara's Dispersal</b> ②①</div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. 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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Fabled Passage</b></div><div>Land</div><div><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Floodfarm Verge</b></div><div>Land</div><div><p>{T}: Add {W}.</p><p>{T}: Add {U}. Activate only if you control a Plains or an Island.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div><b>Floodfarm Verge</b></div><div>Land</div><div><p>{T}: Add {W}.</p><p>{T}: Add {U}. Activate only if you control a Plains or an Island.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 |

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| <div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Floodfarm Verge</div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Founding the Third Path ①②</div> <div>Enchantment -- Saga</div> <div>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br/>I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost.<br/>II -- Target player mills four cards.<br/>III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                            |
| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                              | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                              | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div>Marang River Regent ④②③</div> <div>Creature -- Dragon</div> <div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div> <div>6/7</div> <div>----- ADVENTURE -----</div> <div>Coil and Catch ③②</div> <div>Instant -- Omen</div> <div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

Playtest cards - Wang, Jennifer - Standard (ReCQ - Standard - SCG CON Minneapolis - Friday) sheet 4/10 - 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.

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| <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Moment of Truth</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>   | <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                         | <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                         | <div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                         |

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| <div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                               | <div><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div>(<math>\{T\}</math>: Add <math>\{W\}</math>.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                 | <div><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div>(<math>\{T\}</math>: Add <math>\{W\}</math>.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                 | <div><div><div>Roiling Dragonstorm</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Roiling Dragonstorm</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Roiling Dragonstorm</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Roiling Dragonstorm</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Scrollshift</div><div><div>2</div><div>W</div></div></div><div><div>Instant</div><div>Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              |

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| <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |
| <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                  | <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                  | <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                         | <div> <b>Temporary Lockdown</b> <span>1</span><span>W</span><span>W</span> </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Beza, the Bounding Spring</b> <span>2</span><span>W</span><span>W</span> </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Change the Equation</b> <span>1</span><span>U</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Clarion Conqueror</b> <span>2</span><span>W</span> </div> <div> Creature -- Dragon </div> <div> <p>Flying</p> <p>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>          |

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| <div> <div>Day of Judgment</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy all creatures.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Defabricate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>* Counter target activated or triggered ability.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                | <div> <div>Elspeth's Smite</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    |
| <div> <div>Overlord of the Mistmoors</div> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Overlord of the Mistmoors</div> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul Partition</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul Partition</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>The Stone Brain2</div> <div> <div>Legendary Artifact</div> <div>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Voice of Victory1W</div> <div> <div>Creature -- Human Bard</div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Voice of Victory1W</div> <div> <div>Creature -- Human Bard</div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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