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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          |

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| <b>Defiant Strike</b> <span>(W)</span><br><hr/> Instant<br><hr/> Target creature gets +1/+0 until end of turn.<br>Draw a card.                                                                                                                                                                                                                                    | <b>Defiant Strike</b> <span>(W)</span><br><hr/> Instant<br><hr/> Target creature gets +1/+0 until end of turn.<br>Draw a card.                                                                                                                                                                                                                                    | <b>Defiant Strike</b> <span>(W)</span><br><hr/> Instant<br><hr/> Target creature gets +1/+0 until end of turn.<br>Draw a card.                                                                                                                                                                                                                                    | <b>Defiant Strike</b> <span>(W)</span><br><hr/> Instant<br><hr/> Target creature gets +1/+0 until end of turn.<br>Draw a card.                                                                                                                       |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                |
| <b>Dreadhorde Arcanist</b> <span>(1)(R)</span><br><hr/> Creature -- Zombie Wizard<br><hr/> Trample<br>Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. | <b>Dreadhorde Arcanist</b> <span>(1)(R)</span><br><hr/> Creature -- Zombie Wizard<br><hr/> Trample<br>Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. | <b>Dreadhorde Arcanist</b> <span>(1)(R)</span><br><hr/> Creature -- Zombie Wizard<br><hr/> Trample<br>Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. | <b>Favored Hoplite</b> <span>(W)</span><br><hr/> Creature -- Human Soldier<br><hr/> Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn. |
| <div>1/3</div>                                                                                                                                                                                                                                                                                                                                                    | <div>1/3</div>                                                                                                                                                                                                                                                                                                                                                    | <div>1/3</div>                                                                                                                                                                                                                                                                                                                                                    | <div>1/2</div>                                                                                                                                                                                                                                       |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                |

W

Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature and prevent all damage that would be dealt to it this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)

Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)

Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)

Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)

Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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|                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                              |
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| <div> <div>Homestead Courage</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div> Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                  | <div> <div>Illuminator Virtuoso</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Rogue</div> <div> Double strike<br/> Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Illuminator Virtuoso</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Rogue</div> <div> Double strike<br/> Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Illuminator Virtuoso</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Rogue</div> <div> Double strike<br/> Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <div>Illuminator Virtuoso</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Rogue</div> <div> Double strike<br/> Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                 | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                 | <div> <div>Inspiring Vantage</div> </div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                 |

## Inspiring Vantage

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Monastery Swiftspear** 

Creature -- Human Monk

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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**Monastery Swiftspear** 

Creature -- Human Monk

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Monastery Swiftspear** 

Creature -- Human Monk

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear 

Creature -- Human Monk

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

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

Monstrous Rage (R)

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.)

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## 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.)

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| <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>Needleverge Pathway</div><div>Card</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                               | <div><div>Reckless Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                   | <div><div>Reckless Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                   |

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| <div><div>Reckless Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Reckless Rage</div><div><div>R</div></div></div> <div><div>Instant</div><div>Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                     | <div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                 |
| <div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                  | <div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                  | <div><div>Sejiri Shelter</div><div><div>1W</div></div></div> <div><div>Instant</div><div>Target creature you control gains protection from the color of your choice until end of turn.</div></div> <div><div>-----<br/>-- -- BACK FACE -- --<br/>-----</div><div><div>Sejiri Glacier</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sokenzan, Crucible of Defiance</div></div> <div><div>Legendary Land</div><div>{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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.

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- - - BACK FACE - - -

## Land

This land enters tapped.  
 {T}: Add {R}.

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**R** **W**

Haste

Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(R) (W)**

Haste

Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓜ

Haste

Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature, then scry 1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

As long as this creature is attacking, it gets +2/+0. Pay 4 life: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

As long as this creature is attacking, it gets +2/+0. Pay 4 life: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

```
[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- \* Destroy target creature with toughness 4 or greater.
- \* Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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>Flowstone Infusion</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gets +2/-2 until end of turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        | <div><div>Flowstone Infusion</div><div><div>R</div></div></div> <div><div>Instant</div><div>Target creature gets +2/-2 until end of turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        | <div><div>Jegantha, the Wellspring</div><div><div>4</div><div><div>R</div><div>G</div></div></div></div> <div><div>Legendary Creature -- Elemental Elk</div><div>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</div><div>[sideboard]</div></div> <div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Justice Strike</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Target creature deals damage to itself equal to its power.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         |
| <div><div>Loran's Escape</div><div><div>W</div></div></div> <div><div>Instant</div><div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Loran's Escape</div><div><div>W</div></div></div> <div><div>Instant</div><div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Rending Volley</div><div><div>R</div></div></div> <div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                     | <div><div>Rending Volley</div><div><div>R</div></div></div> <div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

### Showdown of the Skalds (2)(R)(W)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)  
I -- Exile the top four cards of your library. Until the end of your next turn, you may play those cards.  
II, III -- Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.

[sideboard]

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### Showdown of the Skalds (2)(R)(W)

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[sideboard]

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[sideboard]

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