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| <p><b>Agent of Treachery</b> (5)(U)(U)</p> <p>Creature -- Human Rogue</p> <p>When this creature enters, gain control of target permanent.<br/>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agent of Treachery</b> (5)(U)(U)</p> <p>Creature -- Human Rogue</p> <p>When this creature enters, gain control of target permanent.<br/>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agent of Treachery</b> (5)(U)(U)</p> <p>Creature -- Human Rogue</p> <p>When this creature enters, gain control of target permanent.<br/>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Castle Ardenvale</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Castle Ardenvale</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    | <p><b>Castle Ardenvale</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    | <p><b>Castle Ardenvale</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    | <p><b>Castle Vantress</b></p> <p>Land</p> <p>This land enters tapped unless you control an Island.<br/>{T}: Add {U}.<br/>{2}{U}{U}, {T}: Scry 2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                  |

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| <b>Deafening Clarion</b> (1)(R)(W)<br><hr/> Sorcery<br><hr/> Choose one or both --<br>* Deafening Clarion deals 3 damage to each creature.<br>* Creatures you control gain lifelink until end of turn.                                                                                                                                                                                                                                                                                             | <b>Deafening Clarion</b> (1)(R)(W)<br><hr/> Sorcery<br><hr/> Choose one or both --<br>* Deafening Clarion deals 3 damage to each creature.<br>* Creatures you control gain lifelink until end of turn.                                                                                                                                                                                                                                                                                             | <b>Elspeth Conquers Death</b> (3)(W)(W)<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Exile target permanent an opponent controls with mana value 3 or greater.<br>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. | <b>Elspeth Conquers Death</b> (3)(W)(W)<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Exile target permanent an opponent controls with mana value 3 or greater.<br>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. |
| 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>Elspeth Conquers Death</b> (3)(W)(W)<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Exile target permanent an opponent controls with mana value 3 or greater.<br>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. | <b>Elspeth Conquers Death</b> (3)(W)(W)<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- Exile target permanent an opponent controls with mana value 3 or greater.<br>II -- Noncreature spells your opponents cast cost {2} more to cast until your next turn.<br>III -- Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it. | <b>Fabled Passage</b><br><hr/> Land<br><hr/> {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.                                                                                                                                                                                                                                                                       | <b>Fabled Passage</b><br><hr/> Land<br><hr/> {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                                                                                                                                                                                                                                                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                            |

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| <div><div><div>Fabled Passage</div><div>Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Fires of Invention</div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control 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>Fires of Invention</div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control 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>Fires of Invention</div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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## Hallowed Fountain

Land -- Plains Island

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

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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lukka, Coppercoat Outcast (3)(R)(R)

Legendary Planeswalker -- Lukka

```
[+1]: Exile the top three cards of
your library. Creature cards exiled
this way gain "You may cast this
card from exile as long as you
control a Lukka planeswalker."
```

[2-]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.

[ -7]: Each creature you control deals damage equal to its power to each opponent.

**L 5**

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L 5

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Omen of the Sea 1U</div> <div>Enchantment</div> <div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div>Omen of the Sea 1U</div> <div>Enchantment</div> <div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      |

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| <div><div>Omen of the Sea</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Omen of the Sea</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, scry 2, then draw a card.<br/>{2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Omen of the Sun</div><div><div>2</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, create two 1/1 white Human Soldier creature tokens and you gain 2 life.<br/>{2}{W}, Sacrifice this enchantment: Scry 2.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Omen of the Sun</div><div><div>2</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, create two 1/1 white Human Soldier creature tokens and you gain 2 life.<br/>{2}{W}, Sacrifice this enchantment: Scry 2.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |

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| <div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Shark Typhoon5U</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shark Typhoon5U</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Shatter the Sky</div> <div>2WW</div> <div>Sorcery</div> <div>Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Steam Vents</div> <div>Land -- Island Mountain</div> <div>({T}: Add {U} or {R}.)<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>Steam Vents</div> <div>Land -- Island Mountain</div> <div>({T}: Add {U} or {R}.)<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>Steam Vents</div> <div>Land -- Island Mountain</div> <div>({T}: Add {U} or {R}.)<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>Steam Vents</div> <div>Land -- Island Mountain</div> <div>({T}: Add {U} or {R}.)<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>Teferi, Time Raveler</div> <div>1WU</div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Teferi, Time Raveler</div> <div>1WU</div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Teferi, Time Raveler</div> <div>1WU</div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {U} or {R}.

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

① W

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.

II -- Create a 0/4 colorless Wall artifact creature token with defender.

III -- You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchantment - - Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 10/12 - 8 cards - 2.5 x 3.5 in each

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| <div>Archon of Sun's Grace (2)(W)(W)</div> <div>Creature -- Archon</div> <div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Pegasus creatures you control have lifelink.<br/>Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archon of Sun's Grace (2)(W)(W)</div> <div>Creature -- Archon</div> <div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Pegasus creatures you control have lifelink.<br/>Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archon of Sun's Grace (2)(W)(W)</div> <div>Creature -- Archon</div> <div>Flying<br/>Lifelink (Damage dealt by this creature also causes you to gain that much life.)<br/>Pegasus creatures you control have lifelink.<br/>Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Commence the Endgame (4)(U)(U)</div> <div>Instant</div> <div>This spell can't be countered.<br/>Draw two cards, then amass Zombies X, where X is the number of cards in your hand. (Put X +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Dovin's Veto (2)(U)</div> <div>Instant</div> <div>This spell can't be countered.<br/>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Dovin's Veto (2)(U)</div> <div>Instant</div> <div>This spell can't be countered.<br/>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Dovin's Veto (2)(U)</div> <div>Instant</div> <div>This spell can't be countered.<br/>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Mystical Dispute (2)(U)</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             |

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**Playtest cards - Bielzito - Standard (Standard League)**

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 12/12 - 7 cards - 2.5 x 3.5 in each