

Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Generous Visitor 6 Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Visitor 6 Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Visitor 6 Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Visitor 6 Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jukai Naturalist GW Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jukai Naturalist GW Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jukai Naturalist GW Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jukai Naturalist GW Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kami of Transience 1G Creature -- Spirit Trample Whenever you cast an enchantment spell, put a +1/+1 counter on this creature. At the beginning of each end step, if an enchantment was put into your graveyard from the battlefield this turn, you may return this card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami of Transience 1G Creature -- Spirit Trample Whenever you cast an enchantment spell, put a +1/+1 counter on this creature. At the beginning of each end step, if an enchantment was put into your graveyard from the battlefield this turn, you may return this card from your graveyard to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Michiko's Reign of Truth 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Target creature gets +1/+1 until end of turn for each artifact and/or enchantment you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Michiko's Reign of Truth 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Target creature gets +1/+1 until end of turn for each artifact and/or enchantment you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - xFlurryx - 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 3/9 - 8 cards - 2.5 x 3.5 in each

Michiko's Reign of Truth 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Target creature gets +1/+1 until end of turn for each artifact and/or enchantment you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Portrait of Michiko Enchantment Creature -- Human Noble This creature gets +1/+1 for each artifact and/or enchantment you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Michiko's Reign of Truth 1W Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Target creature gets +1/+1 until end of turn for each artifact and/or enchantment you control. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Portrait of Michiko Enchantment Creature -- Human Noble This creature gets +1/+1 for each artifact and/or enchantment you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverage Pathway Card ----- OTHER FACE ----- Needleverage Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverage Pathway Card ----- OTHER FACE ----- Needleverage Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Needleverage Pathway Card ----- OTHER FACE ----- Needleverage Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverage Pathway Card ----- OTHER FACE ----- Needleverage Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runeforge Champion (2W)

Creature -- Dwarf Warrior

When this creature enters, you may search your library and/or graveyard for a Rune card, reveal it, and put it into your hand. If you search your library this way, shuffle. You may pay {1} rather than pay the mana cost for Rune spells you cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runeforge Champion (2W)

Creature -- Dwarf Warrior

When this creature enters, you may search your library and/or graveyard for a Rune card, reveal it, and put it into your hand. If you search your library this way, shuffle. You may pay {1} rather than pay the mana cost for Rune spells you cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runeforge Champion (2W)

Creature -- Dwarf Warrior

When this creature enters, you may search your library and/or graveyard for a Rune card, reveal it, and put it into your hand. If you search your library this way, shuffle. You may pay {1} rather than pay the mana cost for Rune spells you cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runeforge Champion (2W)

Creature -- Dwarf Warrior

When this creature enters, you may search your library and/or graveyard for a Rune card, reveal it, and put it into your hand. If you search your library this way, shuffle. You may pay {1} rather than pay the mana cost for Rune spells you cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rune of Might (1)(G)

Enchantment -- Aura Rune

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+1 and has trample.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rune of Might (1)(G)

Enchantment -- Aura Rune

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+1 and has trample.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rune of Might (1G)

Enchantment -- Aura Rune

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+1 and has trample.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+1 and has trample.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+0 and has haste.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+0 and has haste."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+0 and has haste.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+0 and has haste."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+0 and has haste.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+0 and has haste."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+0 and has haste.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+0 and has haste."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it has lifelink.
As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it has lifelink.
As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it has lifelink.
As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Showdown of the Skalds 2RW 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Showdown of the Skalds 2RW 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Showdown of the Skalds 2RW 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Showdown of the Skalds 2RW 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Restoration of Eiganjo (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Restoration of Eiganjo (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Restoration of Eiganjo (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Restoration of Eiganjo (2)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. II -- You may discard a card. When you do, return target permanent card with mana value 2 or less from your graveyard to the battlefield tapped. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Architect of Restoration Enchantment Creature -- Fox Monk Vigilance Whenever this creature attacks or blocks, create a 1/1 colorless Spirit creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brilliant Restoration (3)(W)(W)(W)(W) Sorcery Return all artifact and enchantment cards from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Confinement (1)(W) Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Confinement (1)(W) Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Confinement (1)(W) Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - xFlurryx - 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 8/9 - 8 cards - 2.5 x 3.5 in each

Circle of Confinement 1W Enchantment When this enchantment enters, exile target creature an opponent controls with mana value 3 or less until this enchantment leaves the battlefield. Whenever an opponent casts a Vampire spell with the same name as a card exiled with this enchantment, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waking the Trolls 4RG Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target land. II -- Put target land card from a graveyard onto the battlefield under your control. III -- Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waking the Trolls 4RG Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target land. II -- Put target land card from a graveyard onto the battlefield under your control. III -- Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wedding Announcement 2W Enchantment At the beginning of your end step, put an invitation counter on this enchantment. If you attacked with two or more creatures this turn, draw a card. Otherwise, create a 1/1 white Human creature token. Then if this enchantment has three or more invitation counters on it, transform it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yasharn, Implacable Earth 2GW Legendary Creature -- Elemental Boar When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle. Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev