

Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. BACK FACE Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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
Generous Visitor 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 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 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 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

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	Needleverge Pathway Card ----- OTHER FACE ----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card ----- OTHER FACE ----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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.

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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."

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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."

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When this Aura enters, draw a card.
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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 W

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it has lifelink.
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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. 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 PLAY botbox.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. 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 PLAY botbox.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. 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 PLAY botbox.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. 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Playtest cards - AlphaWereWolf303 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

① W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R G

(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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R G

(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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

- - - BACK FACE - - -

Creatures you control get +1/+1.

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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

Welcoming Vampire 2 W Creature -- Vampire Flying Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Welcoming Vampire 2 W Creature -- Vampire Flying Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yasharn, Implacable Earth 2 G W 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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each