

Commune with Spirits Sorcery Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commune with Spirits Sorcery Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragcrowncrown Pathway Land {T}: Add {R}. BACK FACE Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragcrowncrown Pathway Land {T}: Add {R}. BACK FACE Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - 1upgames - 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 2/10 - 8 cards - 2.5 x 3.5 in each

Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Spirit

Whenever you cast an enchantment spell, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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G W

Enchantment Creature -- Human Monk

Lifelink
Enchantment spells you cast cost {1}
less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GW

Enchantment Creature -- Human Monk

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2/2

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Jukai Naturalist G W Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami of Transience 1 G 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 PLAYbotbox.dev	Kami of Transience 1 G 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 PLAYbotbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 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	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

Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/3 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. 2/3 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. 2/3 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. 2/3 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	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	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	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

Playtest cards - 1upgames - Standard (Standard League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Rune of Speed (1)(R) Enchantment -- Aura Rune 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."	Rune of Speed (1)(R) Enchantment -- Aura Rune 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."	Rune of Speed (1)(R) Enchantment -- Aura Rune 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."	Rune of Speed (1)(R) Enchantment -- Aura Rune 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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Rune of Sustenance (1)(W) Enchantment -- Aura Rune 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."	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.	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.	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.
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Borrowed Time (2)(W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves 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

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

Reckoner Bankbuster

②

Artifact -- Vehicle

This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Tamiyo's Safekeeping

⑥

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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