

Alseid of Life's Bounty Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature; Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alseid of Life's Bounty Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature; Target creature or enchantment you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dollmaker's Shop 1W Enchantment -- Room Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Porcelain Gallery 4WW Enchantment -- Room Creatures you control have base power and toughness each equal to the number of creatures you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dollmaker's Shop 1W Enchantment -- Room Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Porcelain Gallery 4WW Enchantment -- Room Creatures you control have base power and toughness each equal to the number of creatures you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dollmaker's Shop 1W Enchantment -- Room Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Porcelain Gallery 4WW Enchantment -- Room Creatures you control have base power and toughness each equal to the number of creatures you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eiganjo, Seat of the Empire Legendary Land {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 PLAYbotbox.dev
Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Enduring Vitality ①⑥⑥ Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Vitality ①⑥⑥ Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Vitality ①⑥⑥ Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Vitality ①⑥⑥ Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}": Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Generous Visitor 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	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev	Jukai Naturalist G W Enchantment Creature -- Human Monk Lifelink Enchantment spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev

Playtest cards - Jerrie020 - Pioneer (Pioneer 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 4/10 - 8 cards - 2.5 x 3.5 in each

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Scattered Groves Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal Away Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal Away Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Temple Garden

Land -- Forest Plains

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

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Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
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Land -- Forest Plains

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

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Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Creature -- Archon

Flying
Each player can't cast more than one
spell each turn.
Nonbasic lands your opponents
control enter tapped.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fragmentize W Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Dancers 3 W W Creature -- Spirit Flying When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal Away 1 W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Suite 1 W Enchantment -- Room When you unlock this door, return target creature card with mana value 3 or less from your graveyard to the battlefield. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] HOSPITAL SUITE 3 W Hospital Room Enchantment -- Room Whenever you attack, put a +1/+1 counter on target attacking creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Suite 1 W Enchantment -- Room When you unlock this door, return target creature card with mana value 3 or less from your graveyard to the battlefield. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] HOSPITAL SUITE 3 W Hospital Room Enchantment -- Room Whenever you attack, put a +1/+1 counter on target attacking creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	