

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
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. 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	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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	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	Hallowed Haunting (2)(W)(W) Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." 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. 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. 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. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - brainlessbandit - Standard (Standard League)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Kami of Transience 1 6 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 6 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 6 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	Legion Angel 2 W W Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}).) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runeforge Champion 2 W 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 2 W 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 2 W 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

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

② ② W

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

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① ⑥

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

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botbox.dev

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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

①R

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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①R

Enchant permanent
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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."	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."	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.
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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Circle of Confinement 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 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 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	Guardian of Faith Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Katilda, Dawnhart Martyr Card [sideboard] ----- OTHER FACE ----- Katilda, Dawnhart Martyr Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Angel 2W Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Angel 2W Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Legion Angel 2W Creature -- Angel Warrior Flying When this creature enters, you may reveal a card you own named Legion Angel from outside the game and put it into your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reidane, God of the Worthy Card [sideboard] ----- OTHER FACE ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reidane, God of the Worthy Card [sideboard] ----- OTHER FACE ----- Reidane, God of the Worthy Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rip Apart RW Sorcery Choose one -- * Rip Apart deals 3 damage to target creature or planeswalker. * Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo's Safekeeping G 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yasharn, Implacable Earth

②⑥⑦

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

Yasharn, Implacable Earth

②⑥⑦

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

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