

Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Borrowed Time Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Borrowed Time Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Borrowed Time Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. 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	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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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G

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

1/1

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G W

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

2/2

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

Kami of Transience ①⑥ 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 ①⑥ 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 ①⑥ 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 ①⑥ 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. 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
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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev

Playtest cards - Xppp30 - Standard (Standard League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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	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} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rune of Might16 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 PLAYbotbox.dev	Rune of Might16 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 PLAYbotbox.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."

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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 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."

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Enchant permanent
When this Aura enters, draw a card.
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① ② W

Target creature you control gains protection from the color of your choice until end of turn.

- - - BACK FACE - -

This land enters tapped.
{T}: Add {W}.

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Target creature you control gains protection from the color of your choice until end of turn.

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This land enters tapped.
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This land enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sejiri Shelter 1 W Instant Target creature you control gains protection from the color of your choice until end of turn. ----- -- -- BACK FACE -- -- Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weaver of Harmony 1 6 Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weaver of Harmony 1 6 Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weaver of Harmony 1 6 Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weaver of Harmony 1 6 Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bound in Gold 2 W Enchantment -- Aura Enchant permanent Enchanted permanent can't attack, block, or crew Vehicles, and its activated abilities can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bound in Gold 2 W Enchantment -- Aura Enchant permanent Enchanted permanent can't attack, block, or crew Vehicles, and its activated abilities can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bound in Gold 2 W Enchantment -- Aura Enchant permanent Enchanted permanent can't attack, block, or crew Vehicles, and its activated abilities can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choose Your Weapon 2 6 Instant Choose one -- * Two-Weapon Fighting -- Double target creature's power and toughness until end of turn. * Archery -- This spell deals 5 damage to target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	