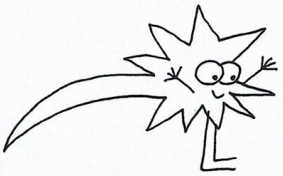
Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

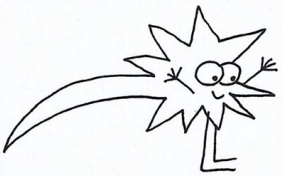
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

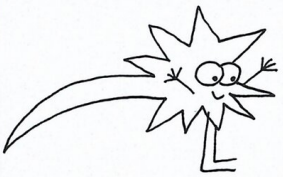
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

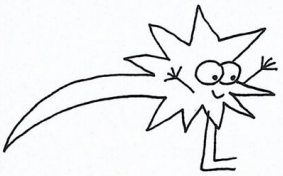
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

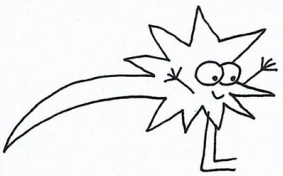
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

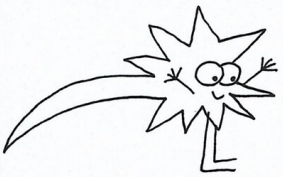
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

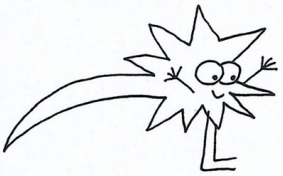
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

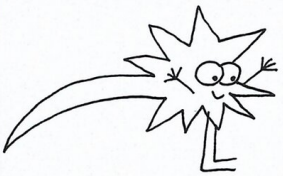
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

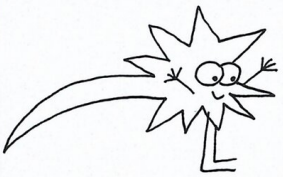
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

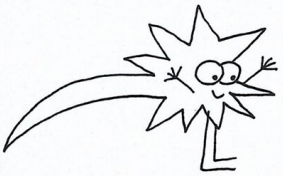
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

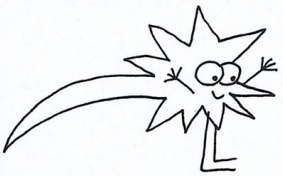
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

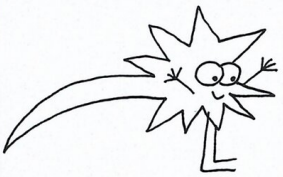
When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell



Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Animate Spell

Enchantment — Aura

Flash

Enchant instant or sorcery spell on the stack

When CARDNAME becomes attached to an instant or sorcery, put that card onto the battlefield under its owner's control. It's a creature in addition to its other types with power and toughness each equal to its converted mana cost.

When CARDNAME leaves the battlefield, enchanted card's owner sacrifices it unless they cast it.

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast