Happily Ever After

2 ✳



Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After

2 ✳



Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After

2 ✳



Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After

2 ✳



Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast

Happily Ever After 2 ✳

Enchantment

When Happily Ever After enters the battlefield, each player gains 5 life and draws a card.

At the beginning of your upkeep, if there are five colors among permanents you control, there are six or more card types among permanents you control and/or cards in your graveyard, and your life total is greater than or equal to your starting life total, you win the game.

337 R
ELD • EN
Matt Stewart

™ & © 2019 Wizards of the Coast