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| <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Brushland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  |

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| <div><div><div>Enchantress's Presence ②⑥</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enchantress's Presence ②⑥</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enchantress's Presence ②⑥</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enchantress's Presence ②⑥</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Exploration ⑥</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Exploration ⑥</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Exploration ⑥</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Exploration ⑥</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mirri's Guile</div><div>Enchantment</div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mirri's Guile</div><div>Enchantment</div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mirri's Guile</div><div>Enchantment</div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Mirri's Guile</div><div>Enchantment</div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    | <div><div>Opalescence</div><div>Enchantment</div><div>Each other non-Aura enchantment is a creature in addition to its other types and has base power and base toughness each equal to its mana value.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div>Opalescence</div><div>Enchantment</div><div>Each other non-Aura enchantment is a creature in addition to its other types and has base power and base toughness each equal to its mana value.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Parallax Wave</div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parallax Wave</div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parallax Wave</div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              |

## Plains

## Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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## Replenish

③ ④ W

## Sorcery

Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)

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## Rith's Grove

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.  
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seal of Cleansing

①②

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seal of Cleansing

① ② W

## Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seal of Cleansing

① ② W

## Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Serra's Sanctum

## Legendary Land

$\{T\}$ : Add  $\{W\}$  for each enchantment you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Serra's Sanctum

## Legendary Land

**{T}: Add {W} for each enchantment you control.**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                     |
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| <div>Serra's Sanctum</div> <div>Legendary Land</div> <div>{T}: Add {W} for each enchantment you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                         | <div>Serra's Sanctum</div> <div>Legendary Land</div> <div>{T}: Add {W} for each enchantment you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                         | <div>Solitary Confinement (2)(W)</div> <div>Enchantment</div> <div>At the beginning of your upkeep, sacrifice this enchantment unless you discard a card.<br/>Skip your draw step.<br/>You have shroud. (You can't be the target of spells or abilities.)<br/>Prevent all damage that would be dealt to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sterling Grove (G)(W)</div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sterling Grove (G)(W)</div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sterling Grove (G)(W)</div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sterling Grove (G)(W)</div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Swords to Plowshares (W)</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 |

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| <div><div><div>Swords to Plowshares</div><div>W</div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div><div>Swords to Plowshares</div><div>W</div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div><div>Wild Growth</div><div>G</div></div><div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Wild Growth</div><div>G</div></div><div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        |
| <div><div><div>Wild Growth</div><div>G</div></div><div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Wild Growth</div><div>G</div></div><div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Windswept Heath</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Windswept Heath</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Worship

③ ④ W

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

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① W W

## Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.  
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sidebar]

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① W W

## Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.

Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

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**G**

## Enchantment

At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.

[sideboard]

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Ⓒ

Enchantment

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Black creatures can't attack you.

Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

[sideboard]

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Karmic Justice</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                             | <div> <div>Ray of Revelation</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Replenish</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.) </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                | <div> <div>Sacred Ground</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Solitary Confinement</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> At the beginning of your upkeep, sacrifice this enchantment unless you discard a card. Skip your draw step. You have shroud. (You can't be the target of spells or abilities.) Prevent all damage that would be dealt to you. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Exile target creature. Its controller gains life equal to its power. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                    | <div> <div>Tsabo's Web</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tsabo's Web</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                   |

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

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