

Abundant Growth G Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abundant Growth G Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land has "{T}: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Reunion 1R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Reunion 1R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destiny Spinner 1G Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destiny Spinner 1G Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantress's Presence (2)(G) Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence (2)(G) Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence (2)(G) Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence (2)(G) Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleaming Splendor (1)(W) Enchantment Whenever an opponent draws their second card each turn, you create a Treasure token. {2}{W}: Two target players each draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith (X)(G) Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith (X)(G) Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U R W

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.

Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.

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Jetmir's Garden

([T]: Add [R], [G], or [W].)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

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Ketria Triome

([T]: Add {G}, {U}, or {R}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

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Lush Portico

([T]: Add [G] or [W].)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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① ⑥

{T}: Add X mana of any one color, where X is the number of enchantments you control.

0/2

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Sanctum Weaver 1 6 Enchantment Creature -- Dryad {T}: Add X mana of any one color, where X is the number of enchantments you control. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum Weaver 1 6 Enchantment Creature -- Dryad {T}: Add X mana of any one color, where X is the number of enchantments you control. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Basic Snow Land -- Plains

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Enchantment

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Land -- Mountain Forest

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Legendary Enchantment Creature -- Nymph

1/2

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1/2

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Sythys, Harvest's Hand ⓖⓌ Legendary Enchantment Creature -- Nymph Whenever you cast an enchantment spell, you gain 1 life and draw a card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sythys, Harvest's Hand ⓖⓌ Legendary Enchantment Creature -- Nymph Whenever you cast an enchantment spell, you gain 1 life and draw a card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	United Battlefront 3Ⓦ Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
United Battlefront 3Ⓦ Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	United Battlefront 3Ⓦ Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl ⓖ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utopia Sprawl ⓖ Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Blood Moon

②R

Enchantment

Nonbasic lands are Mountains.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon

②③

Enchantment

Nonbasic lands are Mountains.

[sidebar]

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Emraku1, the Aeons Torn (15)

15

Legendary Creature -- Eldrazi

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

[sidebar]

15/15

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Force of Vigor

2GG

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

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Force of Vigor 2GG Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitary Confinement 2W Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Grove G W Enchantment Other enchantments you control have shroud. (They can't be the targets of spells or abilities.) {1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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