

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

Elephant Grass 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Enchantress's Presence Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enlightened Tutor Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exploration Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exploration Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Exploration Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 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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Opalescence Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opalescence Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parallax Wave Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parallax Wave Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

② W W

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.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Sacrifice this enchantment: Destroy target artifact or enchantment.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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	Serra's Sanctum Legendary Land {T}: Add {W} for each enchantment you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitary Confinement (2)(W) 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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Growth G Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Growth G Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Aura of Silence 1WW Enchantment Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aura of Silence 1WW Enchantment Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Blessing 1G Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karmic Justice 2W Enchantment Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

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③ ④ W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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② ② W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ① W

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.

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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