

**G**

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

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Ⓒ

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① ②

Shroud (This creature can't be the target of spells or abilities.)  
Whenever you cast an enchantment spell, draw a card.

0/1

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① ② G

Shroud (This creature can't be the target of spells or abilities.)  
Whenever you cast an enchantment spell, draw a card.

0/1

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① ⑥

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Whenever you cast an enchantment spell, draw a card.

0/1

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②⑤

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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| <div><div><div>Bayou</div><div>Land -- Swamp Forest</div><div>([T]): Add [B] or [G].)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                         | <div><div><div>Doomwake Giant</div><div>Enchantment Creature -- Giant</div><div>Constellation -- Whenever this creature or another enchantment you control enters, creatures your opponents control get -1/-1 until end of turn.</div></div><div>4/6PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div><div>Eidolon of Blossoms</div><div>Enchantment Creature -- Spirit</div><div>Constellation -- Whenever this creature or another enchantment you control enters, draw a card.</div></div><div>2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div><div>Elephant Grass</div><div>Enchantment</div><div>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.)<br/>Black creatures can't attack you.<br/>Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Elephant Grass</div><div>Enchantment</div><div>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.)<br/>Black creatures can't attack you.<br/>Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elephant Grass</div><div>Enchantment</div><div>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.)<br/>Black creatures can't attack you.<br/>Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elephant Grass</div><div>Enchantment</div><div>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.)<br/>Black creatures can't attack you.<br/>Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enchantress's Presence</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>                                                                                                                                                                                                                                                                                    |

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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>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's TouchGG</div> <div>Enchantment</div> <div>{0}: You may put a basic Forest card from your hand onto the battlefield. Activate only as a sorcery and only once each turn. Sacrifice this enchantment: Add {G}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's TouchGG</div> <div>Enchantment</div> <div>{0}: You may put a basic Forest card from your hand onto the battlefield. Activate only as a sorcery and only once each turn. Sacrifice this enchantment: Add {G}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ground Seal</div><div><div>1</div><div>G</div></div></div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>Cards in graveyards can't be the targets of spells or abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ground Seal</div><div><div>1</div><div>G</div></div></div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>Cards in graveyards can't be the targets of spells or abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Karakas</div></div><div>Legendary Land</div><div>{T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Living Wish</div><div><div>1</div><div>G</div></div></div><div>Sorcery</div><div>You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Living Wish</div><div><div>1</div><div>G</div></div></div><div>Sorcery</div><div>You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

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| <div> <div>Living Wish</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Living Wish</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>You may reveal a creature or land card you own from outside the game and put it into your hand. Exile Living Wish.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mirri's Guile</div> <div> <div>6</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                            | <div> <div>Savannah</div> </div> <div>Land -- Forest Plains</div> <div> <p>([T]: Add [G] or [W].)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                 |
| <div> <div>Serra's Sanctum</div> </div> <div>Legendary Land</div> <div> <p>[T]: Add [W] for each enchantment you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                 | <div> <div>Serra's Sanctum</div> </div> <div>Legendary Land</div> <div> <p>[T]: Add [W] for each enchantment you control.</p> </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>Enchantment</div> <div> <p>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.</p> </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>Enchantment</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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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**Aegis of the Gods**      (1)(W)

Enchantment Creature -- Human Soldier

You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sidebar]

**2/1**

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## Argothian Enchantress 1G

Creature -- Human Druid

Shroud (This creature can't be the target of spells or abilities.)  
Whenever you cast an enchantment spell, draw a card.

[sidebar]

0/1

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## Bojuka Bog

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

[sidebar]

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**Choke** (2) (G)

Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

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| <div> <b>Choke</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> Islands don't untap during their controllers' untap steps. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                    | <div> <b>Doomwake Giant</b> <div> <div>4</div> <div>B</div> </div> </div> <div> <div>Enchantment Creature -- Giant</div> <div> Constellation -- Whenever this creature or another enchantment you control enters, creatures your opponents control get -1/-1 until end of turn. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Emrakul, the Aeons Torn</b> <div> <div>15</div> </div> </div> <div> <div>Legendary Creature -- Eldrazi</div> <div> 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<br/>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Gaddock Teeg</b> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Kithkin Advisor</div> <div> Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Heliod, God of the Sun</b> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Legendary Enchantment Creature -- God</div> <div> Indestructible<br/>As long as your devotion to white is less than five, Heliod isn't a creature. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.)<br/>Other creatures you control have vigilance.<br/>{2}{W}{W}: Create a 2/1 white Cleric enchantment creature token. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Karakas</b> </div> <div> <div>Legendary Land</div> <div> {T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                  | <div> <b>Phyrexian Revoker</b> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Horror</div> <div> As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <b>Reclamation Sage</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman</div> <div> When this creature enters, you may destroy target artifact or enchantment. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               |

Playtest cards - rameison - Legacy (Legacy League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Seal of Primordium</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spore Frog</div><div><div>6</div></div></div> <div><div>Creature -- Frog</div><div>Sacrifice this creature: Prevent all combat damage that would be dealt this turn.</div><div>[sideboard]</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Wickerbough Elder</div><div><div>3</div><div>6</div></div></div> <div><div>Creature -- Treefolk Shaman</div><div>This creature enters with a -1/-1 counter on it.<br/>{G}, Remove a -1/-1 counter from this creature: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div> <div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |  |
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each