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

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| <div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</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>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> |

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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>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>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> |

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| <div><div><div>Parallax Wave</div><div>2WW</div></div><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.)<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                    | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                    | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                    |
| <div><div><div>Replenish</div><div>3W</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                         | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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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>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 Confinement2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sterling GroveGW</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sterling GroveGW</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sterling GroveGW</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swords to PlowsharesW</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                   | <div><div><div>Sylvan Library</div><div>1G</div></div><div><div>Enchantment</div><div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |
| <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Carpet of Flowers</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Carpet of Flowers</div><div>Enchantment</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**G**

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Players can cast spells and activate abilities only during their own turns.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Players can cast spells and activate abilities only during their own turns.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②②

Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.

[sidebar]

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.)

[sidebar]

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Sacred Ground <div> 1 W </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Sacred Ground <div> 1 W </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Solitary Confinement <div> 2 W </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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Playtest cards - Rainbow\_ - Unknown format (Contraption 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 10/10 - 3 cards - 2.5 x 3.5 in each