

① W

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.
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| <div><div><b>Brushland</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {G} or {W}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Enchantress's Presence</b> 26</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Enchantress's Presence</b> 26</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Enchantress's Presence</b> 26</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Enchantress's Presence</b> 26</div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>              | <div><div><b>Exploration</b> 6</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div><b>Exploration</b> 6</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div><b>Exploration</b> 6</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.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>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>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>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |

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| <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><div>2</div><div>W</div><div>W</div></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>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></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><div>1</div><div>W</div></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><div>1</div><div>W</div></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>Serra's Sanctum</div></div><div><div>Legendary Land</div><div>{T}: Add {W} for each enchantment you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       |

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| <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>                                                                                                                                                                                | <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>                                                                                                                                                                                | <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>                                                                                                                                                                                | <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> |
| <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> | <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> | <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> | <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></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>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>Treva's Ruins</div><div></div></div><div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}.</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><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>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> | <div><div><div>Gaea's Blessing</div><div>Sorcery</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Gaea's Blessing</div><div>①⑥</div></div><div>Sorcery</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Replenish</div><div>③⑦</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sacred Ground</div><div>①⑦</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 PLAYbotbox.dev</div></div> | <div><div><div>Solitary Confinement</div><div>②⑦</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swords to Plowshares</div><div>⑦</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div><div>Swords to Plowshares</div><div>⑦</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Tsabo's Web</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Tsabo's Web</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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

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