

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

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

Parallax Wave 2 W W 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Replenish 3 W Sorcery Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seal of Cleansing 1 W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing 1 W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing 1 W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serra's Sanctum Legendary Land {T}: Add {W} for each enchantment you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Tutor

G

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

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① W W

Enchantment

Artifact and enchantment spells your opponents cast cost {2} more to cast.
Sacrifice this enchantment: Destroy target artifact or enchantment.

[sidebar]

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Ⓒ

Enchantment

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.

[sideboard]

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Ⓒ

Enchantment

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]

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G

Enchantment

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

① ②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

[sidebar]

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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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

[sidebar]

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W

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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sheet 9/10 - 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.

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

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