

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

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
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	Mirri's Guile Enchantment At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirri's Guile Enchantment At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mirri's Guile Enchantment At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirri's Guile Enchantment At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order. 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	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 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 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 Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seal of Cleansing Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing 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 PLAYbotbox.dev

W

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

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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.

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Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}.

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Whenever enchanted land is tapped
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Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
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{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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{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 PLAYbotbox.dev	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Aura of Silence 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 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 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	Carpet of Flowers 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Choke (2)(G) Enchantment Islands don't untap during their controllers' untap steps. [sideboard]	Choke (2)(G) Enchantment Islands don't untap during their controllers' untap steps. [sideboard]	Replenish (3)(W) Sorcery Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.) [sideboard]	Sacred Ground (1)(W) Enchantment 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]
Sacred Ground (1)(W) Enchantment 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]	Sacred Ground (1)(W) Enchantment 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]	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. [sideboard]	Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power. [sideboard]

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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