## Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

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**Playtest cards - Soup_Smuggler - Premodern v3 Group 1B7EC8 (Attunement, Tsabo's Web) (Prem** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

## Attunement {2}{U}

Enchantment

Return this enchantment to its owner's hand: Draw three cards, then discard four cards.

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## Decree of Silence {6}{U}{U}

Enchantment

Whenever an opponent casts a spell, counter that spell and put a depletion counter on this enchantment. If there are three or more depletion counters on this enchantment, sacrifice it.
Cycling {4}{U}{U} ({4}{U}{U}, Discard this card: Draw a card.)
When you cycle this card, you may counter target spell.

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When you cycle this card, you may counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Frantic Search (2)(U)

Instant

Draw two cards, then discard two cards. Untap up to three lands.

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Draw two cards, then discard two cards. Untap up to three lands.

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## Frantic Search (2)(U)

Instant

Draw two cards, then discard two cards. Untap up to three lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Intuition (2)(U)

Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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## Intuition {2}{U}

Instant

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## Island

Basic Land -- Island

({T}: Add {U}.)

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## Meddling Mage {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

**2/2**

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**2/2**

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## Opalescence {2}{W}{W}

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.

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## 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.

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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**Plains**

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Replenish** {3}{W}

Sorcery

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

## Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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## Skycloud Expanse

Land

{1}, {T}: Add {W}{U}.

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{1}, {T}: Add {W}{U}.

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## Skycloud Expanse

Land

{1}, {T}: Add {W}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares {W}

Instant

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

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

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## Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tsabo's Web {2}

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

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When this artifact enters, draw a card.
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Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Abeyance {1}{W}

Instant

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.

[sideboard]

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Draw a card.

[sideboard]

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## Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

[sideboard]

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## Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

[sideboard]

**4/5**

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[sideboard]

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

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Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Meddling Mage {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

[sideboard]

**2/2**

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[sideboard]

2/2

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[sideboard]

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