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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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

Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Huang, Lanny - Premodern v3 Group 1FCB1E (Attunement, Decree of Silence) 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attunement (2)(U)

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cephalid Coliseum

Land

{T}: Add {U}. This land deals 1 damage to you.
Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.

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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{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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Huang, Lanny - Premodern v3 Group 1FCB1E (Attunement, Decree of Silence) sheet 3/10 - 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.

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

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

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

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Huang, Lanny - Premodern v3 Group 1FCB1E (Attunement, Decree of Silence) sheet 4/10 - 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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Parallax Wave {2}{W}{W}

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Huang, Lanny - Premodern v3 Group 1FCB1E (Attunement, Decree of Silence) sheet 5/10 - 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.

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 PLAY botbox.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 PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

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({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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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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 PLAY botbox.dev

Skycloud Expanse

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skycloud Expanse

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skycloud Expanse

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skycloud Expanse

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Huang, Lanny - Premodern v3 Group 1FCB1E (Attunement, Decree of Silence) sheet 7/10 - 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.

Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

Swords to Plowshares {W}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Aura of Silence {1}{W}{W}

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 PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fact or Fiction {3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fact or Fiction {3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

[sideboard]

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]

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]

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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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.

Hydroblast (U)

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

Seal of Cleansing (1)(W)

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God (2)(W)(W)

Sorcery

Destroy all creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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