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| <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           | <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      |
| <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Enlightened Tutor</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gemstone Caverns</div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Helm of Obedience</div><div>Artifact</div><div>{X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You may cast spells as though they had flash.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You may cast spells as though they had flash.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You may cast spells as though they had flash.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Leyline of Anticipation (2)(U)(U)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You may cast spells as though they had flash.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |
| <div><div>Leyline of Combustion (2)(R)(R)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Combustion (2)(R)(R)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Combustion (2)(R)(R)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Combustion (2)(R)(R)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Leyline of Lightning (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast a spell, you may pay {1}. If you do, this enchantment deals 1 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Lightning (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast a spell, you may pay {1}. If you do, this enchantment deals 1 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Punishment (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Players can't gain life.<br/>Damage can't be prevented.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   | <div>Leyline of Punishment (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Players can't gain life.<br/>Damage can't be prevented.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   |
| <div>Leyline of Punishment (2)(R)(R)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Players can't gain life.<br/>Damage can't be prevented.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Leyline of Sanctity (2)(W)(W)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div>Leyline of Sanctity (2)(W)(W)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Sanctity (2)(W)(W)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Leyline of Sanctity (2)(W)(W)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         | <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                |

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| <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Vitality (2)(G)(G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Creatures you control get +0/+1.<br/>Whenever a creature you control enters, you may gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leyline of Vitality (2)(G)(G)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Creatures you control get +0/+1.<br/>Whenever a creature you control enters, you may gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    |
| <div>Opa lescence (2)(W)(W)</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>Opa lescence (2)(W)(W)</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>Opa lescence (2)(W)(W)</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>Opa lescence (2)(W)(W)</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> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   |
| <div>Scheming Symmetry</div> <div>Sorcery</div> <div>Choose two target players. Each of them searches their library for a card, then shuffles and puts that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scheming Symmetry</div> <div>Sorcery</div> <div>Choose two target players. Each of them searches their library for a card, then shuffles and puts that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scheming Symmetry</div> <div>Sorcery</div> <div>Choose two target players. Each of them searches their library for a card, then shuffles and puts that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scheming Symmetry</div> <div>Sorcery</div> <div>Choose two target players. Each of them searches their library for a card, then shuffles and puts that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Serum Powder3</div><div>Artifact</div><div>{T}: Add {C}.<br/>Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Serum Powder3</div><div>Artifact</div><div>{T}: Add {C}.<br/>Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Serum Powder3</div><div>Artifact</div><div>{T}: Add {C}.<br/>Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Serum Powder3</div><div>Artifact</div><div>{T}: Add {C}.<br/>Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Banishing Light②W</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Curse of Exhaustion②WW</div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>Enchanted player can't cast more than one spell each turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Light of HopeW</div><div>Instant</div><div>Choose one --<br/>* You gain 4 life.<br/>* Destroy target enchantment.<br/>* Put a +1/+1 counter on target creature.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Light of HopeW</div><div>Instant</div><div>Choose one --<br/>* You gain 4 life.<br/>* Destroy target enchantment.<br/>* Put a +1/+1 counter on target creature.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |

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| <div><div><div>Light of Hope</div><div>W</div></div><div>Instant</div><div>Choose one --<br/>* You gain 4 life.<br/>* Destroy target enchantment.<br/>* Put a +1/+1 counter on target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Oblivion Ring</div><div>2W</div></div><div>Enchantment</div><div>When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Path to Exile</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Path to Exile</div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div><div>Replenish</div><div>3W</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>1W</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>Sacred Ground</div><div>1W</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>Sacred Ground</div><div>1W</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> |

Stony Silence

1W

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Suppression Field

1W

Enchantment

Activated abilities cost {2} more to activate unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Suppression Field

1W

Enchantment

Activated abilities cost {2} more to activate unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev