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| <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                       | <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div>Argothian Enchantress 16</div> <div>Creature -- Human Druid</div> <div>Shroud (This creature can't be the target of spells or abilities.) Whenever you cast an enchantment spell, draw a card.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           |
| <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Destiny Spinner 16</div> <div>Enchantment Creature -- Human</div> <div>Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Destiny Spinner 16</div> <div>Enchantment Creature -- Human</div> <div>Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Destiny Spinner</div><div>16</div></div><div>Enchantment Creature -- Human</div><div>Creature and enchantment spells you control can't be countered.<br/>{3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Destiny Spinner</div><div>16</div></div><div>Enchantment Creature -- Human</div><div>Creature and enchantment spells you control can't be countered.<br/>{3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emrakul, the Aeons Torn</div><div>15</div></div><div>Legendary Creature -- Eldrazi</div><div>This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6<br/>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</div><div>15/15</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enchantress's Presence</div><div>26</div></div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Enchantress's Presence</div><div>26</div></div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Enchantress's Presence</div><div>26</div></div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Enchantress's Presence</div><div>26</div></div><div>Enchantment</div><div>Whenever you cast an enchantment spell, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Exploration</div><div>6</div></div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |

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| <div><div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hall of Heliod's Generosity</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{1}{W}, {T}: Put target enchantment card from your graveyard on top of your library.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Karakas</div><div>Legendary Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Return target legendary creature to its owner's hand.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                           | <div><div><div>Mirri's Guile</div><div>Enchantment</div><div><div><div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div><div>Mirri's Guile</div><div>Enchantment</div><div><div><div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div><div>Mirri's Guile</div><div>Enchantment</div><div><div><div><div>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Nyxborn Behemoth</div><div>Enchantment Creature -- Beast</div><div><div><div><div>This spell costs {X} less to cast, where X is the total mana value of noncreature enchantments you control.</div><div>Trample</div><div>{1}{G}, Sacrifice another enchantment: This creature gains indestructible until end of turn.</div></div></div></div></div><div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Nyxborn Behemoth</div><div>Enchantment Creature -- Beast</div><div><div><div><div>This spell costs {X} less to cast, where X is the total mana value of noncreature enchantments you control.</div><div>Trample</div><div>{1}{G}, Sacrifice another enchantment: This creature gains indestructible until end of turn.</div></div></div></div></div><div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Nyxborn Behemoth</div><div>Enchantment Creature -- Beast</div><div><div><div><div>This spell costs {X} less to cast, where X is the total mana value of noncreature enchantments you control.</div><div>Trample</div><div>{1}{G}, Sacrifice another enchantment: This creature gains indestructible until end of turn.</div></div></div></div></div><div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                   |

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| <div><div>Savannah</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Savannah</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.</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>Solitary Confinement 2W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitary Confinement 2W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitary Confinement 2W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sterling Grove</div><div><div>G</div><div>W</div></div></div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sterling Grove</div><div><div>G</div><div>W</div></div></div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sterling Grove</div><div><div>G</div><div>W</div></div></div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div><div>Sterling Grove</div><div><div>G</div><div>W</div></div></div> <div>Enchantment</div> <div>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)<br/>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         |
| <div><div>Sylvan Library</div><div><div>1</div><div>G</div></div></div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        | <div><div>Sythys, Harvest's Hand</div><div><div>G</div><div>W</div></div></div> <div>Legendary Enchantment Creature -- Nymph</div> <div>Whenever you cast an enchantment spell, you gain 1 life and draw a card.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div><div>Touch the Spirit Realm</div><div><div>2</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.<br/>Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Touch the Spirit Realm</div><div><div>2</div><div>W</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.<br/>Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color.<br/>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              |
| <div><div><div>Doomwake Giant</div><div>Enchantment Creature -- Giant</div><div>Constellation -- Whenever this creature or another enchantment you control enters, creatures your opponents control get -1/-1 until end of turn.</div><div>[sideboard]</div><div>4/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Paradox Zone (4)(G)</div><div>Enchantment</div><div>This enchantment enters with a growth counter on it.<br/>At the beginning of your end step, double the number of growth counters on this enchantment. Then create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of growth counters on this enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Replenish (3)(W)</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>Rest in Peace (1)(W)</div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Seeds of Innocence (1)(G)(G)</div><div>Sorcery</div><div>Destroy all artifacts. They can't be regenerated. The controller of each of those artifacts gains life equal to its mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Seeds of Innocence (1)(G)(G)</div><div>Sorcery</div><div>Destroy all artifacts. They can't be regenerated. The controller of each of those artifacts gains life equal to its mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Spark Rupture (2)(W)</div><div>Enchantment</div><div>When this enchantment enters, draw a card.<br/>Each planeswalker with one or more loyalty counters on it loses all abilities and is a creature with power and toughness each equal to the number of loyalty counters on it.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Stony Silence</div><div>①④</div></div><div><div>Enchantment</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Torpor Orb</div><div>②</div></div><div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Touch the Spirit Realm</div><div>②④</div></div><div><div>Enchantment</div><div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.<br/>Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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