

Crop Rotation Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crucible of Worlds Artifact You may play lands from your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enlightened Tutor Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

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Helm of Obedience

④

Artifact

{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.

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Leyline Binding

5 W

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

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Leyline of Anticipation (2UU)

2 U U

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. You may cast spells as though they had flash.

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Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Scion of Draco12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scion of Draco12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scion of Draco12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4 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

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Starfield of Nyx 4W Enchantment At the beginning of your upkeep, you may return target enchantment card from your graveyard to the battlefield. As long as you control five or more enchantments, each other non-Aura enchantment you control 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	Suppression Field 1W Enchantment Activated abilities cost {2} more to activate unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suppression Field 1W Enchantment Activated abilities cost {2} more to activate unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth's Lair Enchantment Land Hexproof This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valgavoth's Lair

Enchantment Land

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Hexproof
This land enters tapped. As it
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Valgavoth's Lair

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Hexproof
This land enters tapped. As it
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{T}: Add one mana of the chosen
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Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

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Xander 's Lounge

Land -- Island Swamp Mountain

({T}: Add {U}, {B}, or {R}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Eidolon of Rhetoric (2)(W)

Enchantment Creature -- Spirit

Each player can't cast more than one spell each turn.

[sidebar]

1/4

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Oblivion Ring (2)(W)

Enchantment

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.

[sidebar]

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Overwhelming Splendor (6)(W)(W)

Enchantment - - Aura Curse

Enchant player
Creatures enchanted player controls
lose all abilities and have base
power and toughness 1/1.
Enchanted player can't activate
abilities that aren't mana abilities
or loyalty abilities.

[sideboard]

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Pithing Needle ①

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard]	Ratchet Bomb ② Artifact {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard]	Replenish ③W Sorcery Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.) [sideboard]	Replenish ③W Sorcery Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.) [sideboard]
Replenish ③W Sorcery Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.) [sideboard]	Rest in Peace ①W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Seal of Cleansing ①W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard]	Seal of Primordium ①G Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard]

G W

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.

[sideboard]

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[sidebar]
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① W

Activated abilities of artifacts
can't be activated.

[sideboard]

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