

Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze 1 U Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Daze 1 U Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. 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. 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. 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. 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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Force of Will

3 U U

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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Hall of Heliod's Generosity

Legendary Land

{T}: Add {C}.
{1}{W}, {T}: Put target enchantment card from your graveyard on top of your library.

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Island

Basic Land -- Island

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

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Karakas

Legendary Land

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{T}: Add {w}.
{T}: Return target legendary
creature to its owner's hand.
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Mystic Sanctuary

Land - - Island

{T}: Add {U}.)
This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.

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Narset, Parter of Veils (1)(U)(U)

Legendary Planeswalker -- Narset

Each opponent can't draw more than one card each turn.

[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

L 5

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Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Opa lescence 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	Opa lescence 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	Opa lescence 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	Opa lescence 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

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	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 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 PLAYbotbox.dev	Plains Basic Land -- Plains ($\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Replenish 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 PLAYbotbox.dev	Replenish 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 PLAYbotbox.dev
Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling $\{X\}\{1\}\{U\}$ ($\{X\}\{1\}\{U\}$, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standstill Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standstill Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standstill Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Standstill 1 U Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Prison W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Prison W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Prison W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tundra Land -- Plains Island {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Containment Priest 1W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Containment Priest 1W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dress Down ①①U Enchantment Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dress Down ①①U Enchantment Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap ②②UU Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap ②②UU Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Null Rod ② Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod ② Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serenity ①①W Enchantment At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serenity ①①W Enchantment At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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