## 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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## Coastal Tower

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This land enters tapped.
{T}: Add {W} or {U}.

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## Counterspell {U}{U}

Instant

Counter target spell.

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## Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

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## Exalted Angel {4}{W}{W}

Creature -- Angel

Flying
Whenever this creature deals damage, you gain that much life.
Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

**4/5**

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## 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.

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## Faerie Conclave

Land

This land enters tapped.
{T}: Add {U}.
{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.

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This land enters tapped.
{T}: Add {U}.
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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.

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## Forbid {1}{U}{U}

Instant

Buyback--Discard two cards. (You may discard two cards in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.)
Counter target spell.

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**Humility** {2}{W}{W}

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

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**Impulse** {1}{U}

Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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**Island**

Basic Land -- Island

({T}: Add {U}.)

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## Kor Haven

Legendary Land

{T}: Add {C}.
{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.

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## Mana Leak (1)(U)

Instant

Counter target spell unless its controller pays {3}.

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Instant

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## Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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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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## Powder Keg (2)

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

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## Prohibit {1}{U}

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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## Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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## Swords to Plowshares {W}

Instant

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

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

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**Wrath of God** {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

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**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]

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

Enchantment

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Sacrifice this enchantment: Destroy target artifact or enchantment.

[sideboard]

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**Circle of Protection: Red** {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

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## Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[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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Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

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## Meddling Mage {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

[sideboard]

2/2

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Creature -- Human Wizard

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[sideboard]

2/2

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## Phyrexian Furnace {1}

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

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## Serenity (1)(W)

Enchantment

At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

[sideboard]

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## Teferi's Response (1)(U)

Instant

Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent.
Draw two cards.

[sideboard]

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## Teferi's Response (1)(U)

Instant

Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent.
Draw two cards.

[sideboard]

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

Sorcery

Destroy all creatures. They can't be regenerated.

[sideboard]

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