## Abeyance {1}{W}

Instant

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

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{T}: Add {W} or {U}. This land deals 1 damage to you.

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## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

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## Attunement (2)(U)

Enchantment

Return this enchantment to its owner's hand: Draw three cards, then discard four cards.

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## Decree of Silence (6)(U)(U)

Enchantment

Whenever an opponent casts a spell, counter that spell and put a depletion counter on this enchantment. If there are three or more depletion counters on this enchantment, sacrifice it.
Cycling {4}{U}{U} ({4}{U}{U}, Discard this card: Draw a card.)
When you cycle this card, you may counter target spell.

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When you cycle this card, you may counter target spell.

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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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## Frantic Search {2}{U}

Instant

Draw two cards, then discard two cards. Untap up to three lands.

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Draw two cards, then discard two cards. Untap up to three lands.

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## Frantic Search {2}{U}

Instant

Draw two cards, then discard two cards. Untap up to three lands.

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## Intuition {2}{U}

Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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## Island

Basic Land -- Island

({T}: Add {U}.)

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## Island

Basic Land -- Island

({T}: Add {U}.)

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## Opalescence {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.

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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.

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

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({T}: Add {W}.)

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({T}: Add {W}.)

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## Replenish {3}{W}

Sorcery

Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)

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Sorcery

Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)

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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.

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## Seal of Cleansing (1)(W)

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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## Skycloud Expanse

Land

{1}, {T}: Add {W}{U}.

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

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**Alter Reality** (1)(U)

Instant

Change the text of target spell or permanent by replacing all instances of one color word with another.
(This effect lasts indefinitely.)
Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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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.)

[sideboard]

**4/5**

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[sideboard]

**4/5**

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[sideboard]

**4/5**

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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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

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[sideboard]

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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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## Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

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Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sphere of Law {3}{W}

Enchantment

If a red source would deal damage to you, prevent 2 of that damage.

[sideboard]

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## Tsabo's Web {2}

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

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## Tsabo's Web (2)

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

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## Wall of Hope (W)

Creature -- Wall

Defender (This creature can't attack.)
Whenever this creature is dealt damage, you gain that much life.

[sideboard]

**0/3**

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## Wall of Hope (W)

Creature -- Wall

Defender (This creature can't attack.)
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[sideboard]

**0/3**

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