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

Argothian Enchantress {1}{G}

Creature -- Human Druid

Shroud (This creature can't be the target of spells or abilities.)
Whenever you cast an enchantment spell, draw a card.

0/1

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0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantress's Presence 2G

Enchantment

Whenever you cast an enchantment spell, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exploration G

Enchantment

You may play an additional land on each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirri's Guile (G)

Enchantment

At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opalescence {2}{W}{W}

Enchantment

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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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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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Replenish {3}{W}

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 PLAY botbox.dev

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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 PLAY botbox.dev

Seal of Cleansing {1}{W}

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serra's Sanctum

Legendary Land

{T}: Add {W} for each enchantment you control.

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{T}: Add {W} for each enchantment you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitary Confinement (2)(W)

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You have shroud. (You can't be the target of spells or abilities.)
Prevent all damage that would be dealt to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Grove (G)(W)

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Grove (G)(W)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares (W)

Instant

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Growth (G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karmic Justice {2}{W}

Enchantment

Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Replenish {3}{W}

Sorcery

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

[sideboard]

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Sacred Ground {1}{W}

Enchantment

Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Ground {1}{W}

Enchantment

Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield.

[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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmth {1}{W}

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmth {1}{W}

Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

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Xantid Swarm (G)

Creature -- Insect

Flying
Whenever this creature attacks, defending player can't cast spells this turn.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xantid Swarm (G)

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Whenever this creature attacks, defending player can't cast spells this turn.

[sideboard]

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