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| <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Abundant Growth</div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land has "{T}": Add one mana of any color."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Banishing Light</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               |

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| <b>Destiny Spinner</b> ①⑥<br><hr/> Enchantment Creature -- Human<br><hr/> <p>Creature and enchantment spells you control can't be countered.<br/> {3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Destiny Spinner</b> ①⑥<br><hr/> Enchantment Creature -- Human<br><hr/> <p>Creature and enchantment spells you control can't be countered.<br/> {3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Destiny Spinner</b> ①⑥<br><hr/> Enchantment Creature -- Human<br><hr/> <p>Creature and enchantment spells you control can't be countered.<br/> {3}{6}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Emrakul, the Aeons Torn</b> ⑮<br><hr/> Legendary Creature -- Eldrazi<br><hr/> <p>This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6<br/> When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Enchantress's Presence</b> ②⑥<br><hr/> Enchantment<br><hr/> <p>Whenever you cast an enchantment spell, draw a card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                             | <b>Enchantress's Presence</b> ②⑥<br><hr/> Enchantment<br><hr/> <p>Whenever you cast an enchantment spell, draw a card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                             | <b>Enchantress's Presence</b> ②⑥<br><hr/> Enchantment<br><hr/> <p>Whenever you cast an enchantment spell, draw a card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                             | <b>Enchantress's Presence</b> ②⑥<br><hr/> Enchantment<br><hr/> <p>Whenever you cast an enchantment spell, draw a card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                     |

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| <div><div><div>Greater Auramancy</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Other enchantments you control have shroud. (A permanent with shroud can't be the target of spells or abilities.)<br/>Enchanted creatures you control have shroud.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Hall of Heliod's Generosity</div><div></div></div><div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{1}{W}, {T}: Put target enchantment card from your graveyard on top of your library.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>On Thin Ice</div><div><div>W</div></div></div><div><div>Snow Enchantment -- Aura</div><div>Enchant snow land you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>On Thin Ice</div><div><div>W</div></div></div><div><div>Snow Enchantment -- Aura</div><div>Enchant snow land you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>On Thin Ice</div><div><div>W</div></div></div><div><div>Snow Enchantment -- Aura</div><div>Enchant snow land you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div><div>Prismatic Vista</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div><div><div>Prismatic Vista</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div><div><div>Prismatic Vista</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             |

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| <div> <div>Sanctum Weaver</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment Creature -- Dryad</div> <div> <div>{T}: Add X mana of any one color, where X is the number of enchantments you control.</div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sanctum Weaver</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment Creature -- Dryad</div> <div> <div>{T}: Add X mana of any one color, where X is the number of enchantments you control.</div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sanctum Weaver</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment Creature -- Dryad</div> <div> <div>{T}: Add X mana of any one color, where X is the number of enchantments you control.</div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sanctum Weaver</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment Creature -- Dryad</div> <div> <div>{T}: Add X mana of any one color, where X is the number of enchantments you control.</div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Sigil of the Empty Throne</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Whenever you cast an enchantment spell, create a 4/4 white Angel creature token with flying.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>               | <div> <div>Snow-Covered Forest</div> </div> <div> <div>Basic Snow Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Snow-Covered Forest</div> </div> <div> <div>Basic Snow Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Snow-Covered Forest</div> </div> <div> <div>Basic Snow Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        |

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     |
| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitary Confinement 2W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitary Confinement 2W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitary Confinement 2W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <div>Sterling Grove</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)</p> <p>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Sterling Grove</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)</p> <p>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Sterling Grove</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)</p> <p>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Sterling Grove</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)</p> <p>{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <div>Stomping Ground</div> <div></div> </div> <div> <div>Land -- Mountain Forest</div> <div> <p>([T]): Add [R] or [G].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                              | <div> <div> <div>Sythis, Harvest's Hand</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Enchantment Creature -- Nymph</div> <div> <p>Whenever you cast an enchantment spell, you gain 1 life and draw a card.</p> </div> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                  | <div> <div> <div>Sythis, Harvest's Hand</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Enchantment Creature -- Nymph</div> <div> <p>Whenever you cast an enchantment spell, you gain 1 life and draw a card.</p> </div> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                  | <div> <div> <div>Sythis, Harvest's Hand</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Enchantment Creature -- Nymph</div> <div> <p>Whenever you cast an enchantment spell, you gain 1 life and draw a card.</p> </div> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                  |

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| <div><div>Sythhis, Harvest's Hand</div><div><div>G</div><div>W</div></div></div> <div><div>Legendary Enchantment Creature -- Nymph</div><div>Whenever you cast an enchantment spell, you gain 1 life and draw a card.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>([T]): Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>([T]): Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>[T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                   | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                      | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                      | <div><div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                        |
| <div><div><div>Flame Blitz</div><div>Enchantment</div><div>At the beginning of your end step, this enchantment deals 5 damage to each planeswalker.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>R</div></div> | <div><div><div>Leyline of Sanctity</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2WW</div></div> | <div><div><div>Leyline of Sanctity</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2WW</div></div> | <div><div><div>Leyline of Sanctity</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2WW</div></div> |

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| <b>Leyline of Sanctity</b> (2)(W)(W)<br><hr/> Enchantment<br><hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>On Thin Ice</b> (W)<br><hr/> Snow Enchantment -- Aura<br><hr/> <p>Enchant snow land you control<br/> When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> <p>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> <p>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> <p>When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                         | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> <p>When this enchantment enters, exile all graveyards.<br/> If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>           | <b>Seal of Primordium</b> (1)(G)<br><hr/> Enchantment<br><hr/> <p>Sacrifice this enchantment: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                    | <b>Stony Silence</b> (1)(W)<br><hr/> Enchantment<br><hr/> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                        |

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| <div> <div> <b>Stony Silence</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> Activated abilities of artifacts can't be activated. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Veil of Summer</b> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Veil of Summer</b> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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