

## Adarkar Wastes

Land

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

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## Ancient Tomb

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

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| <div>Attunement</div> <div>2U</div> <div>Enchantment</div> <div>Return this enchantment to its owner's hand: Draw three cards, then discard four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div>Attunement</div> <div>2U</div> <div>Enchantment</div> <div>Return this enchantment to its owner's hand: Draw three cards, then discard four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div>Attunement</div> <div>2U</div> <div>Enchantment</div> <div>Return this enchantment to its owner's hand: Draw three cards, then discard four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div>Attunement</div> <div>2U</div> <div>Enchantment</div> <div>Return this enchantment to its owner's hand: Draw three cards, then discard four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          |
| <div>Decree of Silence</div> <div>6UU</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Decree of Silence</div> <div>6UU</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Decree of Silence</div> <div>6UU</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Frantic Search</div><div>Instant</div><div>Draw two cards, then discard two cards. Untap up to three lands.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Frantic Search</div><div>Instant</div><div>Draw two cards, then discard two cards. Untap up to three lands.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Frantic Search</div><div>Instant</div><div>Draw two cards, then discard two cards. Untap up to three lands.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Intuition</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Intuition</b><div>2U</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Intuition</b><div>2U</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Island</b></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Island</b></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            |
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| <div><div>Opalescence</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div>Opalescence</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div>Opalescence</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                           |

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| <div>Replenish</div> <div>3W</div> <div>Sorcery</div> <div>Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Replenish</div> <div>3W</div> <div>Sorcery</div> <div>Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Replenish</div> <div>3W</div> <div>Sorcery</div> <div>Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Replenish</div> <div>3W</div> <div>Sorcery</div> <div>Return all enchantment cards from your graveyard to the battlefield. (Auras with nothing to enchant remain in your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Skycloud Expanse</div></div> <div><div>Land</div><div>{1}, {T}: Add {W}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                              |
| <div><div>Skycloud Expanse</div></div> <div><div>Land</div><div>{1}, {T}: Add {W}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>Skycloud Expanse</div></div> <div><div>Land</div><div>{1}, {T}: Add {W}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>             | <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Tsabo's Web</div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tsabo's Web</div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            |
| <div><div>Defense Grid</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Defense Grid</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Defense Grid</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Exalted Angel</div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>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.)</div><div>[sideboard]</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying</p> <p>Whenever this creature deals damage, you gain that much life.</p> <p>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.)</p> <p>[sideboard]</p> <p><b>4/5</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying</p> <p>Whenever this creature deals damage, you gain that much life.</p> <p>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.)</p> <p>[sideboard]</p> <p><b>4/5</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Meddling Mage</b> (W)(U)</p> <p>Creature -- Human Wizard</p> <p>As this creature enters, choose a nonland card name.</p> <p>Spells with the chosen name can't be cast.</p> <p>[sideboard]</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Meddling Mage</b> (W)(U)</p> <p>Creature -- Human Wizard</p> <p>As this creature enters, choose a nonland card name.</p> <p>Spells with the chosen name can't be cast.</p> <p>[sideboard]</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      |
| <p><b>Meddling Mage</b> (W)(U)</p> <p>Creature -- Human Wizard</p> <p>As this creature enters, choose a nonland card name.</p> <p>Spells with the chosen name can't be cast.</p> <p>[sideboard]</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Meddling Mage</b> (W)(U)</p> <p>Creature -- Human Wizard</p> <p>As this creature enters, choose a nonland card name.</p> <p>Spells with the chosen name can't be cast.</p> <p>[sideboard]</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                    | <p><b>Orim's Chant</b> (W)</p> <p>Instant</p> <p>Kicker {W} (You may pay an additional {W} as you cast this spell.)</p> <p>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</p> <p>[sideboard]</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Orim's Chant</b> (W)</p> <p>Instant</p> <p>Kicker {W} (You may pay an additional {W} as you cast this spell.)</p> <p>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</p> <p>[sideboard]</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div> Orim's Chant <div>W</div> </div> <div> Instant <div> 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. <div> [sideboard] </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Orim's Chant <div>W</div> </div> <div> Instant <div> 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. <div> [sideboard] </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Seal of Cleansing <div>1W</div> </div> <div> Enchantment <div> Sacrifice this enchantment: Destroy target artifact or enchantment. <div> [sideboard] </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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