

Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossal Skyturtle 4GGU Enchantment Creature -- Turtle Flying, ward {2} Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand. Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossal Skyturtle 4GGU Enchantment Creature -- Turtle Flying, ward {2} Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand. Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossal Skyturtle 4GGU Enchantment Creature -- Turtle Flying, ward {2} Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand. Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Detention Sphere 1WU Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1WU Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1WU Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1WU Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Enchantress's Presence ②⑥ Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence ②⑥ Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence ②⑥ Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enchantress's Presence ②⑥ Enchantment Whenever you cast an enchantment spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hallowed Fountain

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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③ ④ W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Your opponents can't cast spells with the same name as the exiled card.

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③ ④ W

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5 W

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

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5 W

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Leyline Binding 5 W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5 W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meticulous Archive Land -- Plains Island {T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nevermore 1 W W Enchantment As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Jace 2 U Legendary Enchantment When Oath of Jace enters, draw three cards, then discard two cards. At the beginning of your upkeep, scry X, where X is the number of planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Jace 2 U Legendary Enchantment When Oath of Jace enters, draw three cards, then discard two cards. At the beginning of your upkeep, scry X, where X is the number of planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Jace 2 U Legendary Enchantment When Oath of Jace enters, draw three cards, then discard two cards. At the beginning of your upkeep, scry X, where X is the number of planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Porphyry Nodes W Enchantment At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. If two or more creatures are tied for least power, you choose one of them. When there are no creatures on the battlefield, sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savai Triome Land -- Mountain Plains Swamp ([T]: Add [R], [W], or [B].) This land enters tapped. Cycling {3} ([3], Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon 5 U Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ([X]{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon 5 U Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ([X]{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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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Xander 's Lounge

Land -- Island Swamp Mountain

(T): Add {U}, {B}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Eaten by Piranhas ①U

Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature loses all abilities and is a black Skeleton creature with base power and toughness 1/1. (It loses all other colors, card types, and creature types.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eaten by Piranhas (1)(U)

Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature loses all abilities and is a black Skeleton creature with base power and toughness 1/1. (It loses all other colors, card types, and creature types.)

[sidebar]

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Eaten by Piranhas (1)(U)

Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature loses all abilities and is a black Skeleton creature with base power and toughness 1/1. (It loses all other colors, card types, and creature types.)

[sidebar]

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Eaten by Piranhas (1)(U)

Enchantment -- Aura

Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature loses all abilities and is a black Skeleton creature with base power and toughness 1/1. (It loses all other colors, card types, and creature types.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Haunting (2)(W)(W) Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Haunting (2)(W)(W) Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Haunting (2)(W)(W) Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Haunting (2)(W)(W) Enchantment As long as you control seven or more enchantments, creatures you control have flying and vigilance. Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ixalan's Binding (3)(W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Your opponents can't cast spells with the same name as the exiled card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ixalan's Binding (3)(W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Your opponents can't cast spells with the same name as the exiled card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omenpath Journey (3)(G) Enchantment When this enchantment enters, search your library for up to five land cards that have different names, exile them, then shuffle. At the beginning of your end step, choose a card at random exiled with this enchantment and put it onto the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runed Halo (W)(W) Enchantment As this enchantment enters, choose a card name. You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runed Halo W W Enchantment As this enchantment enters, choose a card name. You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stony Silence 1 W Enchantment Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Story Circle 1 W W Enchantment As this enchantment enters, choose a color. {W}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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