

① W

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

## Land

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

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## Land

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

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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Attunement</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>                                                                                                                                                                                                                                | <div><div>Attunement</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>                                                                                                                                                                                                                                | <div><div>Attunement</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>                                                          |
| <div><div>Attunement</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> | <div><div>Decree of Silence</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> | <div><div>Decree of Silence</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> | <div><div>Deep Analysis</div><div>Sorcery</div><div>Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><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><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> | <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><div>Intuition</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            |
| <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                  | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Opa lescence</div><div>2WW</div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Opa lescence</div><div>2WW</div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Opalescence</div><div><div>2</div><div>W</div><div>W</div></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><div>Opalescence</div><div><div>2</div><div>W</div><div>W</div></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><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></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><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></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> |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div>Replenish3W</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>Replenish3W</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>Replenish3W</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>Replenish3W</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>Seal of Cleansing1W</div> <div>Enchantment</div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                |

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| <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><div><div>Skycloud Expanse</div><div></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><div><div>Skycloud Expanse</div><div></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><div><div>Skycloud Expanse</div><div></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><div><div>Skycloud Expanse</div><div></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><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><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><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> |

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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>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>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>Abeyance</div><div>Instant</div><div>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.<br/>Draw a card.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcane Denial</div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcane Denial</div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.<br/><br/>[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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |



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| <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> | <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> |
| <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meddling Mage</div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name.<br/>Spells with the chosen name can't be cast.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Meddling Mage</div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name.<br/>Spells with the chosen name can't be cast.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |

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As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

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Sacrifice this enchantment: Destroy target artifact or enchantment.

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Destroy all creatures. They can't be regenerated.

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