

W U U

Counter target spell. You gain 3 life.

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① ②

Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.

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## Land

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

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Land

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This land enters tapped.  
{T}: Add {W} or {U}.

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| Instant               |
| Counter target spell. |

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| Instant               |
| Counter target spell. |

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| Instant               |
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| Instant               |
| Counter target spell. |

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## Sorcery

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Create  $X \frac{4}{4}$  white Angel creature tokens with flying.

Cycling  $\{2\}\{W\}$  ( $\{2\}\{W\}$ , Discard this card: Draw a card.)

When you cycle this card, you may pay  $\{X\}$ . If you do, create  $X \frac{1}{1}$  white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

Create X 4/4 white Angel creature tokens with flying.

Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)

When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

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| <div>Decree of Justice (X)(X)(2)(W)(W)</div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Disenchant (1)(W)</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                          | <div>Disenchant (1)(W)</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Dismantling Blow (2)(W)</div> <div>Instant</div> <div>Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)<br/>Destroy target artifact or enchantment. If this spell was kicked, draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Dust Bowl</div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Dust Bowl</div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Exalted Angel (4)(W)(W)</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>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fact or Fiction (3)(U)</div> <div>Instant</div> <div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     |

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| <div><div><div>Fact or Fiction</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Fact or Fiction</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Faerie Conclave</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Flooded Strand</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Flooded Strand</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div><div>Flooded Strand</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div><div>Flooded Strand</div></div><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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div><div>Humility</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>All creatures lose all abilities and have base power and toughness 1/1.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           |

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| <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Island</b></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><div><b>Island</b></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><div><b>Island</b></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><div><b>Island</b></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><div><b>Island</b></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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Mana Leak</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Mana Leak</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Mana Leak</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |
| <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Phyrexian Furnace</div><div>①</div></div> <div>Artifact</div> <div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |
| <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>( {T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div>Powder Keg</div><div>②</div></div> <div>Artifact</div> <div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swords to Plowshares</div><div>W</div></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>Swords to Plowshares</div><div>W</div></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> |

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| <div> <div>Swords to Plowshares</div> <div>W</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>W</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>Wrath of God</div> <div>2WW</div> </div> <div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                    | <div> <div>Wrath of God</div> <div>2WW</div> </div> <div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              |
| <div> <div>Annull</div> <div>U</div> </div> <div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>               | <div> <div>Annull</div> <div>U</div> </div> <div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>               | <div> <div>Arcane Laboratory</div> <div>2U</div> </div> <div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Circle of Protection: Red</div> <div>1W</div> </div> <div> <div>Enchantment</div> <div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Cleansing Meditation</b> ①②③<br><hr/> Sorcery<br><hr/> <p>Destroy all enchantments.<br/>Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>    | <b>Hydroblast</b> ④<br><hr/> Instant<br><hr/> <p>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Hydroblast</b> ⑤<br><hr/> Instant<br><hr/> <p>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                 | <b>Hydroblast</b> ⑥<br><hr/> Instant<br><hr/> <p>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                 |
| <b>Powder Keg</b> ⑦<br><hr/> Artifact<br><hr/> <p>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact:<br/>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Sphere of Law</b> ⑧⑨<br><hr/> Enchantment<br><hr/> <p>If a red source would deal damage to you, prevent 2 of that damage.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                       | <b>Spiritual Focus</b> ⑩⑪<br><hr/> Enchantment<br><hr/> <p>Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Spiritual Focus</b> ⑫⑬<br><hr/> Enchantment<br><hr/> <p>Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div> <div>Stifle</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Teferi's Response</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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