Accumulated Knowledge (1)(U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cephalid Coliseum

Land

{T}: Add {U}. This land deals 1 damage to you.
Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circular Logic (2)(U)

Instant

Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

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Instant

Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell (U)(U)

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counterspell {U}{U}

Instant

Counter target spell.

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Counter target spell.

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Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Foil {2}{U}{U}

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

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Foil {2}{U}{U}

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush {4}{U}

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush {4}{U}

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
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Gush {4}{U}

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulse {1}{U}

Instant

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.

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Impulse (1)(U)

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portent (U)

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

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Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powder Keg (2)

Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

At the beginning of your upkeep, you may put a fuse counter on this artifact.
{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psychatog (1)(U)(B)

Creature -- Atog

Discard a card: This creature gets +1/+1 until end of turn.
Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.

1/2

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Psychatog {1}{U}{B}

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Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

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Underground River

Land

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

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Underground River

Land

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

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

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Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target artifact or enchantment spell.

[sideboard]

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Diabolic Edict {1}{B}

Instant

Target player sacrifices a creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague {2}{B}

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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[sideboard]

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Engineered Plague {2}{B}

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunting Echoes {3}{B}{B}

Sorcery

Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

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Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tsabo's Web (2)

Artifact

When this artifact enters, draw a card.
Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombie Infestation (1)(B)

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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