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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Ancient Tomb

Land

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

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Playtest cards - FGC - Premodern v3 Group 5F3D0A (Force Spike, Prohibit) (Premodern League sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Chain of Vapor {U}

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

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Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donate {2}{U}

Sorcery

Target player gains control of target permanent you control.

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Fact or Fiction {3}{U}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fact or Fiction {3}{U}

Instant

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.

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Fact or Fiction {3}{U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illusions of Grandeur {3}{U}

Enchantment

Cumulative upkeep {2} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
When this enchantment enters, you gain 20 life.
When this enchantment leaves the battlefield, you lose 20 life.

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When this enchantment leaves the battlefield, you lose 20 life.

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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Intuition (2)(U)

Instant

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.

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Intuition (2)(U)

Instant

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.

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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

Lonely Sandbar

Land

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

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Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

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Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prohibit {1}{U}

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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Sapphire Medallion (2)

Artifact

Blue spells you cast cost {1} less to cast.

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Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

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Counter target artifact or enchantment spell.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

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Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

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Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

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Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dominate {X}{1}{U}{U}

Instant

Gain control of target creature with mana value X or less.

[sideboard]

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Dominate {X}{1}{U}{U}

Instant

Gain control of target creature with mana value X or less.

[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

Morphling {3}{U}{U}

Creature -- Shapeshifter

{U}: Untap this creature.
{U}: This creature gains flying until end of turn.
{U}: This creature gains shroud until end of turn. (It can't be the target of spells or abilities.)
{1}: This creature gets +1/-1 until end of turn.
{1}: This creature gets -1/+1 until end of turn.

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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