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| <div>Accumulated Knowledge (1)(U)</div> <div>Instant</div> <div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Accumulated Knowledge (1)(U)</div> <div>Instant</div> <div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Accumulated Knowledge (1)(U)</div> <div>Instant</div> <div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Accumulated Knowledge (1)(U)</div> <div>Instant</div> <div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Chain of Vapor (U)</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chain of Vapor (U)</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Counterspell (U)(U)</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Counterspell (U)(U)</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             |

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| <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div><div>Deep Analysis</div><div><div>3</div><div>U</div></div></div><div><div>Sorcery</div><div>Target player draws two cards. Flashback--<div>{1}{U}</div>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 |
| <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost. Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost. Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forbid</div><div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Buyback--Discard two cards. (You may discard two cards in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.)<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gush</div><div><div>4</div><div>U</div></div></div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div><div>Gush</div><div><div>4</div><div>U</div></div></div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |
| <div><div><div>Gush</div><div><div>4</div><div>U</div></div></div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Gush</div><div><div>4</div><div>U</div></div></div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div>Intuition</div><div><div>2</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Intuition</div><div><div>2</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div>Krovikan Horror<div>3B</div></div><div>Creature -- Horror Spirit</div><div>At the beginning of the end step, if this card is in your graveyard with a creature card directly above it, you may return this card to your hand.<br/><b>{1}</b>, Sacrifice a creature: This creature deals 1 damage to any target.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       |
| <div><div>Polluted Delta</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Portent<div>U</div></div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

U

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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U

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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U

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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②

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.

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1 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Flying  
As long as this card is in your graveyard and you control an Island, creatures you control have flying.

2/2

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| <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |
| <div><div><div>Annu1</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Annu1</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Engineered Plague</div><div>②B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div>②B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Engineered Plague</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ivory Tower</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Morphling</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <p>{U}: Untap this creature.<br/>{U}: This creature gains flying until end of turn.<br/>{U}: This creature gains shroud until end of turn. (It can't be the target of spells or abilities.)<br/>{1}: This creature gets +1/-1 until end of turn.<br/>{1}: This creature gets -1/+1 until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/3</div> </div> |
| <div> <div>Perish</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Destroy all green creatures. They can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                            | <div> <div>Perish</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Destroy all green creatures. They can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  | <div> <div>Phyrexian Furnace</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Powder Keg</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                               |

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| <div> <div> Rainbow Efreet <div> 3 U </div> </div> <div> <div>Creature -- Efreet</div> <div> Flying<br/> {U}{U}: This creature phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before you untap during your next untap step.) </div> <div> <div>[sideboard]</div> <div> <div>3/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Tsabo's Web <div> 2 </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Tsabo's Web <div> 2 </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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