

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Cataclysm 2 W W Sorcery Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cataclysm 2 W W Sorcery Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cataclysm 2 W W Sorcery Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Compulsion 1 U Enchantment {1}{U}, Discard a card: Draw a card. {1}{U}, Sacrifice this enchantment: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep Analysis Sorcery Target player draws two cards. Flashback--<code>{1}{U}</code>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis Sorcery Target player draws two cards. Flashback--<code>{1}{U}</code>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dromar's Cavern Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. <code>{T}</code>: Add <code>{W}</code>, <code>{U}</code>, or <code>{B}</code>. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dromar's Cavern Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. <code>{T}</code>: Add <code>{W}</code>, <code>{U}</code>, or <code>{B}</code>. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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. 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. 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. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Diamond Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Diamond Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mox Diamond Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scroll Rack Artifact {1}, {T}: Exile any number of cards from your hand face down. Put that many cards from the top of your library into your hand. Then look at the exiled cards and put them on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scroll Rack Artifact {1}, {T}: Exile any number of cards from your hand face down. Put that many cards from the top of your library into your hand. Then look at the exiled cards and put them on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scroll Rack Artifact {1}, {T}: Exile any number of cards from your hand face down. Put that many cards from the top of your library into your hand. Then look at the exiled cards and put them on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squee, Goblin Nabob Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squee, Goblin Nabob Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation 1B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation 1B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Infestation 1B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague 2B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Choose one --

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

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U

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

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus 4.

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①②

Sacrifice this enchantment: Destroy target artifact or enchantment.

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①②

Sacrifice this enchantment: Destroy target artifact or enchantment.

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1 B

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

[sideboard]

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① W

Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

[sideboard]

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① ② W

Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev