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| <div><div>Accumulated Knowledge</div><div><div>1</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Accumulated Knowledge</div><div><div>1</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Accumulated Knowledge</div><div><div>1</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Accumulated Knowledge</div><div><div>1</div><div>U</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Annul</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                        | <div><div>City of Brass</div></div> <div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       | <div><div>City of Brass</div></div> <div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       | <div><div>City of Brass</div></div> <div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       |

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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Dust Bowl</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fact or Fiction</div><div>Instant</div><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><div>Fact or Fiction</div><div>Instant</div><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><div>Fact or Fiction</div><div>Instant</div><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><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                           | <div><div><div>Gaea's Blessing</div><div>Sorcery</div><div><div>Target player shuffles up to three target cards from their graveyard into their library.</div><div>Draw a card.</div><div>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gaea's Blessing</div><div>Sorcery</div><div><div>Target player shuffles up to three target cards from their graveyard into their library.</div><div>Draw a card.</div><div>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Grizzly Fate</div><div>3GG</div></div><div>Sorcery</div><div>Create two 2/2 green Bear creature tokens.<br/>Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard.<br/>Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grizzly Fate</div><div>3GG</div></div><div>Sorcery</div><div>Create two 2/2 green Bear creature tokens.<br/>Threshold -- Create four 2/2 green Bear creature tokens instead if there are seven or more cards in your graveyard.<br/>Flashback {5}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Innocent Blood</div><div>B</div></div><div>Sorcery</div><div>Each player sacrifices a creature of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Innocent Blood</div><div>B</div></div><div>Sorcery</div><div>Each player sacrifices a creature of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        |
| <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Lat-Nam's Legacy</div><div>1U</div></div><div>Instant</div><div>Shuffle a card from your hand into your library. If you do, draw two cards at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Pernicious Deed</div> <div>Enchantment</div> <div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              |
| <div>Pernicious Deed</div> <div>Enchantment</div> <div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pernicious Deed</div> <div>Enchantment</div> <div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pernicious Deed</div> <div>Enchantment</div> <div>{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Polluted Delta</div> <div>Land</div> <div>{T}, 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> |

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| <div><div>Polluted Delta</div><div>Land</div><div>{T}, 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>{T}, 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>{T}, 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>Ravenous Baloth266</div><div>Creature -- Beast</div><div>Sacrifice a Beast: You gain 4 life.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Reflecting Pool</div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Reflecting Pool</div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Smother1B</div><div>Instant</div><div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Smother1B</div><div>Instant</div><div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |
| <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wall of Blossoms16</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wall of Blossoms16</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wall of Blossoms16</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Wall of Blossoms</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Plant Wall</div><div>Defender<br/>When this creature enters, draw a card.</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Yavimaya Coast</div><div></div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Yavimaya Coast</div><div></div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Yavimaya Coast</div><div></div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |
| <div><div>Akroma, Angel of Wrath</div><div><div>5</div><div>W</div><div>W</div><div>W</div></div></div> <div><div>Legendary Creature -- Angel</div><div>Flying, first strike, vigilance, trample, haste, protection from black and from red<br/><br/>[sideboard]</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Annu1</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.<br/><br/>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Annu1</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.<br/><br/>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Call of the Herd</div><div><div>2</div><div>6</div></div></div> <div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br/><br/>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Call of the Herd<div>26</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chill<div>1U</div></div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Chill<div>1U</div></div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Haunting Echoes<div>3BB</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Naturalize<div>16</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Naturalize<div>16</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Oath of Druids<div>16</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Oath of Druids</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Oath of Druids</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Phantom Nishoba</div> <div> <div>5</div> <div>6</div> <div>W</div> </div> </div> <div> <div>Creature -- Cat Beast Spirit</div> <div> <p>Trample<br/>This creature enters with seven +1/+1 counters on it. Whenever this creature deals damage, you gain that much life. If damage would be dealt to this creature, prevent that damage. Remove a +1/+1 counter from this creature.</p> <div>[sideboard]</div> </div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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