

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
Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Akroma, Angel of Wrath (5)(W)(W)(W) Legendary Creature -- Angel Flying, first strike, vigilance, trample, haste, protection from black and from red 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Dream Halls 3 U U Enchantment Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dream Halls 3 U U Enchantment Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dream Halls 3 U U Enchantment Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dream Halls 3 U U Enchantment Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	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
Foil 2UU 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 PLAYbotbox.dev	Foil 2UU 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 PLAYbotbox.dev	Gush 4U 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 PLAYbotbox.dev	Gush 4U 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 PLAYbotbox.dev

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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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Basic Land -- Island

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

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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	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Over Matter 2UUUU Enchantment Discard a card: You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mind Over Matter 2UUUU Enchantment Discard a card: You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opportunity 4UU Instant Target player draws four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opportunity 4UU Instant Target player draws four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opportunity 4UU Instant Target player draws four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Opportunity 4UU Instant Target player draws four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Abeyance 1W Instant Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze 1U Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismiss 2UU Instant Counter target spell. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunting Pack 5GG Instant Create a 4/4 green Beast creature token. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Choose one --

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

[sideboard]

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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.

[sideboard]

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W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

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W

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

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Rushing River 2 U Instant Kicker--Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, return another target nonland permanent to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stifle U Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treva's Charm G W U Instant Choose one -- * Destroy target enchantment. * Exile target attacking creature. * Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	