Absorb {W}{U}{U}

Instant

Counter target spell. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell. You gain 3 life.

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Absorb {W}{U}{U}

Instant

Counter target spell. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Accumulated Knowledge {1}{U}

Instant

Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.

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Accumulated Knowledge {1}{U}

Instant

Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.

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Accumulated Knowledge {1}{U}

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Accumulated Knowledge {1}{U}

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Adarkar Wastes

Land

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

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{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Wish {1}{R}

Sorcery

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Wish {1}{R}

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Coastal Tower

Land

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coastal Tower

Land

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

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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.

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)

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

Fire (1)(R)

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice (1)(U)

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire (1)(R)

Instant

Fire deals 2 damage divided as you choose among one or two targets.

- - - RIGHT HALF - - -

Ice (1)(U)

Instant

Tap target permanent.
Draw a card.

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Fire deals 2 damage divided as you choose among one or two targets.

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Draw a card.

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Ice (1)(U)

Instant

Tap target permanent.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kiiiittyman - Premodern v3 Group 2B466E (Gaea's Blessing, Absorb) (Premod sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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 PLAY botbox.dev

Gaea's Blessing 1G

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing 1G

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Coliseum

Land

This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Coliseum

Land

This land enters tapped.
{T}: Add {C}.
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Grand Coliseum

Land

This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. This land deals 1 damage to you.

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 PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

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Land

{T}: Add one mana of any type that a land you control could produce.

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Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seafloor Debris

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares (W)

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Exile target creature. Its controller gains life equal to its power.

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Exile target creature. Its controller gains life equal to its power.

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Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

Create X 4/4 white Angel creature tokens with flying.
Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)
When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deep Analysis {3}{U}

Sorcery

Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gerrard's Wisdom {2}{W}{W}

Sorcery

You gain 2 life for each card in your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunting Echoes {3}{B}{B}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hull Breach {R}{G}

Sorcery

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Destroy target artifact and target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slice and Dice {4}{R}{R}

Sorcery

Slice and Dice deals 4 damage to each creature.
Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)
When you cycle this card, you may have it deal 1 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

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

[sideboard]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquility {2}{G}

Sorcery

Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

[sideboard]

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