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 PLAY botbox.dev

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

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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.

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.

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Counterspell (U)(U)

Instant

Counter target spell.

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Counterspell (U)(U)

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NicolasBrauer - Premodern (Premodern Ruhrgebiet Oktober) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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

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.

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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.

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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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

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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.

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Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

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Playtest cards - NicolasBrauer - Premodern (Premodern Ruhrgebiet Oktober) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Note (U)

Instant

Mill two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Snake (1)(G)(U)(U)

Creature -- Snake

Flash
When this creature enters, counter target spell.

2/2

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Flash
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Nimble Mongoose (G)

Creature -- Mongoose

Shroud (This creature can't be the target of spells or abilities.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Quirion Dryad {1}{G}

Creature -- Dryad

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dryad

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seton's Scout {1}{G}

Creature -- Centaur Druid Scout Archer

Reach (This creature can block creatures with flying.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seton's Scout {1}{G}

Creature -- Centaur Druid Scout Archer

Reach (This creature can block creatures with flying.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

2/1

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Creature -- Centaur Druid Scout Archer

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2/1

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Creature -- Centaur Druid Scout Archer

Reach (This creature can block creatures with flying.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

2/1

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Yavimaya Coast

Land

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

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

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

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Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill (1)(U)

Enchantment

Red spells cost {2} more to cast.

[sideboard]

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Compost (1)(G)

Enchantment

Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.

[sideboard]

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Compost (1)(G)

Enchantment

Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Flare (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0.
At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Flare (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0.
At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

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Phyrexian Furnace 1

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace 1

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[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

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