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| <div>Accumulated Knowledge (1)(U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Accumulated Knowledge (1)(U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Accumulated Knowledge (1)(U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Accumulated Knowledge (1)(U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         |
| <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ash Barrens</div> <div>Land</div> <div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Augur of Bolas (1)(U)</div> <div>Creature -- Merfolk Wizard</div> <div>When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Augur of Bolas</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Augur of Bolas</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Augur of Bolas</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Brainstorm</div><div><div>U</div></div></div><div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Brainstorm</div><div><div>U</div></div></div><div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                          | <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                               | <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                               | <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      |

U U

Counter target spell.

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UU

As an additional cost to cast this spell, return a land you control to its owner's hand.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Faerie Wizard

Flying  
When this creature enters, scry 2.  
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

1/1

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| <b>Faerie Seer</b> <span>Ⓢ</span><br>Creature -- Faerie Wizard<br>Flying<br>When this creature enters, scry 2.<br>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Seer</b> <span>Ⓢ</span><br>Creature -- Faerie Wizard<br>Flying<br>When this creature enters, scry 2.<br>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Lightning Bolt</b> <span>Ⓡ</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | <b>Lightning Bolt</b> <span>Ⓡ</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                               |
| <b>Lightning Bolt</b> <span>Ⓡ</span><br>Instant<br>Lightning Bolt deals 3 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                           | <b>Mystic Sanctuary</b><br>Land -- Island<br>({T}: Add {U}.)<br>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mystic Sanctuary</b><br>Land -- Island<br>({T}: Add {U}.)<br>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ninja of the Deep Hours</b> <span>Ⓢ</span> <span>Ⓢ</span><br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Preordain (U)</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div></div> |
| <div><div><div>Preordain (U)</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div></div>                                                                                                                                                                                | <div><div><div>Preordain (U)</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div></div>                                                                                                                                                                                | <div><div><div>Preordain (U)</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div></div>                                                                                                                                                                                | <div><div><div>Skred (R)</div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div></div></div>                                                                         |

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| <div><div>Skred</div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skred</div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skred</div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          |
| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellstutter Sprite</div><div>1U</div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellstutter Sprite</div><div>1U</div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |





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| <div><div>Stormbound Geist<div>1UUU</div></div><div>Creature -- Spirit</div><div>Flying<br/>This creature can block only creatures with flying.<br/>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swirling Sandstorm<div>3R</div></div><div>Sorcery</div><div>Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swirling Sandstorm<div>3R</div></div><div>Sorcery</div><div>Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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