

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
Chain of Vapor (U) Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell (U)(U) Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell (U)(U) Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell (U)(U) Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U U

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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X 1 U

Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{{1}}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.)

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(X)(1)(U)

Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--[1]{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.)

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2 U U

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

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You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

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②UU

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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Impulse 1 U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulse 1 U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impulse 1 U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{T}: Target Assembly-Worker creature
gets +1/+1 until end of turn.

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Opt

U

Instant

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

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Instant

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

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Phyrexian Dreadnought

①

Artifact Creature -- Phyrexian Dreadnought

Trample
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

12/12

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Trample
When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.

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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.

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Portent ① 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 PLAYbotbox.dev	Portent ① 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 PLAYbotbox.dev	Portent ① 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 PLAYbotbox.dev	Powder Keg ② Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. {T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Annuḷ U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annuḷ U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annuḷ U Instant Counter target artifact or enchantment spell. [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 Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze 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	Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Flare 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 PLAYbotbox.dev
Essence Flare 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 PLAYbotbox.dev	Essence Flare 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 PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Parallax Tide 2 U U Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target land. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parallax Tide 2 U U Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target land. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Powder Keg 2 Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. {T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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