

Accumulated Knowledge ①① 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 ①① 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 ①① 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 ①① 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
Circular Logic ②① Instant Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell ①① Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell ①① Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell ①① Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Counter target spell.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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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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{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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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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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	Force Spike U Instant Counter target spell unless its controller pays {1}. 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
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Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Furnace Artifact {T}: Exile the bottom card of target player's graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Furnace Artifact {T}: Exile the bottom card of target player's graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent 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

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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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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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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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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.

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{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

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Discard a card: This creature gets +1/+1 until end of turn.
Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.

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Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.

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Psychatog 1UB Creature -- Atog Discard a card: This creature gets +1/+1 until end of turn. Exile two cards from your graveyard: This creature gets +1/+1 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowmage Infiltrator 1UB Creature -- Human Wizard Fear (This creature can't be blocked except by artifact creatures and/or black creatures.) Whenever this creature deals combat damage to a player, you may draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vendetta Instant Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wonder Creature -- Incarnation Flying As long as this card is in your graveyard and you control an Island, creatures you control have flying. 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Annu1 Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu1 Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu1 Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dystopia Enchantment Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dystopia 1 B B Enchantment Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague 2 B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast U 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 U 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 U 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 U 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	Sickening Dreams 1 B Sorcery As an additional cost to cast this spell, discard X cards. Sickening Dreams deals X damage to each creature and each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother 1 B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zombie Infestation 1B Enchantment Discard two cards: Create a 2/2 black Zombie creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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