

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	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	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	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
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 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

U U

Counter target spell.

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①②

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)

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②③③

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③③

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

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② ③ ④

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

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④ ⑤

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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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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① ②

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.

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①②

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Opt

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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Opt

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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

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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Phyrexian Dreadnought ①

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

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

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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.

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

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.)

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U

Counter target artifact or
enchantment spell.

[sidebar]

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[sidebar]

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U

Counter target artifact or
enchantment spell.

[sidebar]

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U

Choose one --

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

[sideboard]

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Brain Freeze 1 U 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]	Brain Freeze 1 U 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]	Dominate X 1 U U Instant Gain control of target creature with mana value X or less. [sideboard]	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]
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]	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard]	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard]	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]
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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	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	