

Accumulated Knowledge 1U 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 1U 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 1U 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 1U 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
Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Coastal Tower Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coastal Tower Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Justice Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Justice Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Destroy target artifact or enchantment.

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Land

{T}: Add {C}.
{3}, {T}, Sacrifice a land: Destroy
target nonbasic land.

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5 W W

Creature -- Dragon Spirit

Flying
{3}{W}{W}: Return this card from your graveyard to your hand.
Activate only during your upkeep.
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

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④ ⑤ ⑥

Creature -- Angel

Flying
Whenever this creature deals damage,
you gain that much life.
Morph {2}{W}{W} (You may cast this
card face down as a 2/2 creature for
{3}. Turn it face up any time for
its morph cost.)

4/5

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④ W W

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4/5

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③ ④

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.

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(3) (U)

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③ ④

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Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Humility 2WW Enchantment All creatures lose all abilities and have base power and toughness 1/1. 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

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	Mana Leak Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mishra's Factory

Land

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{T}: Target Assembly-Worker creature
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Mishra's Factory

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Plains

Basic Land -- Plains

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

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Basic Land -- Plains

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Basic Land -- Plains

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Basic Land -- Plains

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

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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.

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Seal of Cleansing

① ② W

Enchantment

Sacrifice this enchantment: Destroy target artifact or enchantment.

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Playtest cards - Williambax - Unknown format (Contraption League)

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.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Standstill 1 U Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standstill 1 U Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standstill 1 U Enchantment When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Wrath of God

② ① ②

Sorcery

Destroy all creatures. They can't be regenerated.

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② W W

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Annun1

U

Instant

Counter target artifact or
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annun

U

Instant

Counter target artifact or
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast

U

Instant

Choose one --

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

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast

U

Instant

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

```
{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
```

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① W

```
{1}: The next time a red source of
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```

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① W W

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

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① W W

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Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

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W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

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2/2

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① ②

Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.

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Tormod's Crypt

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Tormod's Crypt

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Wrath of God

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Destroy all creatures. They can't be regenerated.

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