

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	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

U U

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Counter target spell.

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① ② U

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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① ②

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```

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X1U

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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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 PLAYbotbox.dev	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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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Basic Land -- Island

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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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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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{1}: This land becomes a 2/2
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{T}: Target Assembly-Worker creature
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```

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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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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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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
Stifle ① Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle ① Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle ① Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle ① Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one - -

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Misdirection 3 U U Instant You may exile a blue card from your hand rather than pay this spell's mana cost. Change the target of target spell with a single target. [sideboard] 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. [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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