

Contentious Plan 1 U Sorcery Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contentious Plan 1 U Sorcery Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contentious Plan 1 U Sorcery Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contentious Plan 1 U Sorcery Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Everflowing Chalice⑥ Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Everflowing Chalice⑥ Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Everflowing Chalice⑥ Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experimental Augury①② Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Experimental Augury①② Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experimental Augury①② Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experimental Augury①② Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Infectious Inquiry 2B Sorcery You draw two cards and you lose 2 life. Each opponent gets a poison counter. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infectious Inquiry 2B Sorcery You draw two cards and you lose 2 life. Each opponent gets a poison counter. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infectious Inquiry 2B Sorcery You draw two cards and you lose 2 life. Each opponent gets a poison counter. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infectious Inquiry 2B Sorcery You draw two cards and you lose 2 life. Each opponent gets a poison counter. 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
Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pentad Prism② Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pentad Prism② Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pentad Prism② Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pentad Prism② Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prologue to Phyresis Instant Each opponent gets a poison counter. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prologue to Phyresis Instant Each opponent gets a poison counter. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prologue to Phyresis Instant Each opponent gets a poison counter. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Saprazzan Skerry Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vivisurgeon's Insight 3UU Sorcery Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivisurgeon's Insight 3UU Sorcery Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivisurgeon's Insight 3UU Sorcery Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivisurgeon's Insight 3UU Sorcery Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arms of Hadar 3 B Sorcery Creatures target player controls get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arms of Hadar 3 B Sorcery Creatures target player controls get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring the Ending 1 U Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring the Ending 1 U Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bring the Ending ①② Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bring the Ending ①② Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Removal ①② Enchantment Sacrifice this enchantment: Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Removal ①② Enchantment Sacrifice this enchantment: Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Removal ①② Enchantment Sacrifice this enchantment: Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seal of Removal U Enchantment Sacrifice this enchantment: Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serrated Arrows 4 Artifact This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. {T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serrated Arrows 4 Artifact This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. {T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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