## 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 PLAY botbox.dev

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Draw a card.

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## Experimental Augury {1}{U}

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.)

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**Playtest cards - Scotilen - Turbo Fog (Mont Weekly Pauper)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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**Fog** (G)

Instant

Prevent all combat damage that would be dealt this turn.

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Instant

Prevent all combat damage that would be dealt this turn.

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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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**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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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Basic Land -- Island

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## Keep Watch (2)(U)

Instant

Draw a card for each attacking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Kyoshi Village

Land

This land enters tapped.
{T}: Add {G} or {W}.
{4}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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## Moment's Peace {1}{G}

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## North Pole Gates

Land

This land enters tapped.
{T}: Add {W} or {U}.
{4}, {T}, Sacrifice this land: Draw a card.

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This land enters tapped.
{T}: Add {W} or {U}.
{4}, {T}, Sacrifice this land: Draw a card.

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## Pentad Prism {2}

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.

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## Prologue to Phyresis (1)(U)

Instant

Each opponent gets a poison counter.
Draw a card.

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## 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steady Progress (2)(U)

Instant

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 PLAY botbox.dev

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Instant

Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
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Instant

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 PLAY botbox.dev

## Tangle (1)(G)

Instant

Prevent all combat damage that would be dealt this turn.
Each attacking creature doesn't untap during its controller's next untap step.

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Each attacking creature doesn't untap during its controller's next untap step.

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## Vivisurgeon's Insight {3}{U}{U}

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 PLAY botbox.dev

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Sorcery

Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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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 PLAY botbox.dev

## Weather the Storm {1}{G}

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

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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

## Words of Wisdom {1}{U}

Instant

You draw two cards, then each other player draws a card.

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Instant

You draw two cards, then each other player draws a card.

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## Bonder's Ornament {3}

Artifact

{T}: Add one mana of any color.
{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defender en-Vec {3}{W}

Creature -- Human Cleric

Fading 4 (This creature enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from this creature: Prevent the next 2 damage that would be dealt to any target this turn.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Focus the Mind {4}{U}

Instant

This spell costs {2} less to cast if you've cast another spell this turn. Draw three cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Focus the Mind {4}{U}

Instant

This spell costs {2} less to cast if you've cast another spell this turn. Draw three cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Focus the Mind {4}{U}

Instant

This spell costs {2} less to cast if you've cast another spell this turn. Draw three cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Focus the Mind {4}{U}

Instant

This spell costs {2} less to cast if you've cast another spell this turn. Draw three cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gingerbrute {1}

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)
{1}: This creature can't be blocked this turn except by creatures with haste.
{2}, {T}, Sacrifice this creature: You gain 3 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Keep Watch {2}{U}

Instant

Draw a card for each attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Keep Watch {2}{U}

Instant

Draw a card for each attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystic Remora {U}

Enchantment

Cumulative upkeep {1} (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.)
Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirit Link {W}

Enchantment -- Aura

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirit Link {W}

Enchantment -- Aura

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
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[sideboard]

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Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

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## Spirit Link {W}

Enchantment -- Aura

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Trespasser's Curse {1}{B}

Enchantment -- Aura Curse

Enchant player
Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.

[sideboard]

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