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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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.

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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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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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Island

Basic Land -- Island

({T}: Add {U}.)

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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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Instant

Draw a card for each attacking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {W} or {U}.
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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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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.

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

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.

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Draw a card.

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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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.)

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

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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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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

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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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.)

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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Azure Fleet Admiral (3)(U)

Creature -- Human Pirate

When this creature enters, you become the monarch.
This creature can't be blocked by creatures the monarch controls.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fade Away (2)(U)

Sorcery

For each creature, its controller sacrifices a permanent of their choice unless they pay {1}.

[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

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]

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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

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

Oona's Grace {2}{U}

Instant

Target player draws a card.
Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

[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]

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Spirit Link {W}

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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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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]

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.

[sideboard]

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