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| <div><div><div>Aspirant's Ascent</div><div>Instant</div><div>Until end of turn, target creature gets +1/+3 and gains flying and toxic 1. (Players dealt combat damage by that creature also get a poison counter.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Aspirant's Ascent</div><div>Instant</div><div>Until end of turn, target creature gets +1/+3 and gains flying and toxic 1. (Players dealt combat damage by that creature also get a poison counter.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Aspirant's Ascent</div><div>Instant</div><div>Until end of turn, target creature gets +1/+3 and gains flying and toxic 1. (Players dealt combat damage by that creature also get a poison counter.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div>Bounce Off</div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        |

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| <div><div><div><b>Bounce Off</b></div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                  | <div><div><div><b>Bounce Off</b></div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                  | <div><div><div><b>Bounce Off</b></div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                  | <div><div><div><b>Commune with Nature</b></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Commune with Nature</b></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Commune with Nature</b></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Commune with Nature</b></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Coordinated Clobbering</b></div><div>Sorcery</div><div>Tap one or two target untapped creatures you control. They each deal damage equal to their power to target creature an opponent controls.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   |

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| <div><div><div>Coordinated Clobbering</div><div>6</div></div><div>Sorcery</div><div>Tap one or two target untapped creatures you control. They each deal damage equal to their power to target creature an opponent controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dive Down</div><div>U</div></div><div>Instant</div><div>Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dive Down</div><div>U</div></div><div>Instant</div><div>Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div><div>Dive Down</div><div>U</div></div><div>Instant</div><div>Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |
| <div><div><div>Enter the Enigma</div><div>U</div></div><div>Sorcery</div><div>Target creature can't be blocked this turn.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div><div>Enter the Enigma</div><div>U</div></div><div>Sorcery</div><div>Target creature can't be blocked this turn.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Experimental Augury</div><div>1U</div></div><div>Instant</div><div>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.<br/>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Experimental Augury</div><div>1U</div></div><div>Instant</div><div>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.<br/>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Experimental Augury</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Experimental Augury</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                |
| <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                   | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                   | <div><div>Hedge Maze</div></div> <div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hedge Maze</div></div> <div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div><b>Infectious Bite</b><div><div>1</div><div>G</div></div></div><div>Instant</div><div>Target creature you control deals damage equal to its power to target creature you don't control. Each opponent gets a poison counter.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                     | <div><div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                             | <div><div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div><b>Ivy, Gleeful Spellthief</b><div><div>G</div><div>U</div></div></div><div>Legendary Creature -- Faerie Rogue</div><div>Flying</div><div>Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.)</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                   |
| <div><div><div><b>Ivy, Gleeful Spellthief</b><div><div>G</div><div>U</div></div></div><div>Legendary Creature -- Faerie Rogue</div><div>Flying</div><div>Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.)</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><b>Ivy, Gleeful Spellthief</b><div><div>G</div><div>U</div></div></div><div>Legendary Creature -- Faerie Rogue</div><div>Flying</div><div>Whenever a player casts a spell that targets only a single creature other than Ivy, you may copy that spell. The copy targets Ivy. (A copy of an Aura spell becomes a token.)</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><b>Mockingbird</b><div><div>X</div><div>U</div></div></div><div>Creature -- Bird Bard</div><div>Flying</div><div>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><b>Mockingbird</b><div><div>X</div><div>U</div></div></div><div>Creature -- Bird Bard</div><div>Flying</div><div>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div><div>Mockingbird</div><div><div>X</div><div>U</div></div></div><div>Creature -- Bird Bard</div><div>Flying<br/>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mockingbird</div><div><div>X</div><div>U</div></div></div><div>Creature -- Bird Bard</div><div>Flying<br/>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |
| <div><div><div>Tyvar's Stand</div><div><div>X</div><div>G</div></div></div><div>Instant</div><div>Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Tyvar's Stand</div><div><div>X</div><div>G</div></div></div><div>Instant</div><div>Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Tyvar's Stand</div><div><div>X</div><div>G</div></div></div><div>Instant</div><div>Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tyvar's Stand</div><div><div>X</div><div>G</div></div></div><div>Instant</div><div>Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Venerated Rotpriest</b> <span>6</span> </div> <div>           Creature -- Phyrexian Druid         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Venerated Rotpriest</b> <span>6</span> </div> <div>           Creature -- Phyrexian Druid         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Venerated Rotpriest</b> <span>6</span> </div> <div>           Creature -- Phyrexian Druid         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Venerated Rotpriest</b> <span>6</span> </div> <div>           Creature -- Phyrexian Druid         </div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Willowrush Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {G}. Activate only if you control a Forest or an Island.</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                 | <div> <b>Willowrush Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {G}. Activate only if you control a Forest or an Island.</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                 | <div> <b>Willowrush Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {G}. Activate only if you control a Forest or an Island.</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                 | <div> <b>Willowrush Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {G}. Activate only if you control a Forest or an Island.</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                 |

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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## An Offer You Can't Refuse <sup>(U)</sup>

Instant

Counter target noncreature spell.  
Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

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## An Offer You Can't Refuse <sup>(U)</sup>

Instant

Counter target noncreature spell.  
Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

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## 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.

[sidebar]

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## 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]

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| <div><div><div>Bring the Ending</div><div>①①U</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {2}.<br/>Corrupted -- Counter that spell instead if its controller has three or more poison counters.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Carnivorous Canopy</div><div>②⑥G</div></div><div><div>Sorcery</div><div>Destroy target artifact, enchantment, or creature with flying. If that permanent's mana value was 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Carnivorous Canopy</div><div>②⑥G</div></div><div><div>Sorcery</div><div>Destroy target artifact, enchantment, or creature with flying. If that permanent's mana value was 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Get Out</div><div>①①UU</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target creature or enchantment spell.<br/>* Return one or two target creatures and/or enchantments you own to your hand.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           |
| <div><div><div>Get Out</div><div>①①UU</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target creature or enchantment spell.<br/>* Return one or two target creatures and/or enchantments you own to your hand.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          | <div><div><div>Pick Your Poison</div><div>①⑥G</div></div><div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div><div>Pick Your Poison</div><div>①⑥G</div></div><div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div><div>Serum Snare</div><div>①①UU</div></div><div><div>Instant</div><div>Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Serum Snare</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Take the Fall</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets -1/-0 until end of turn. It gets -4/-0 until end of turn instead if you control an outlaw. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) </div> <div>Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Take the Fall</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets -1/-0 until end of turn. It gets -4/-0 until end of turn instead if you control an outlaw. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) </div> <div>Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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