

Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bring the Ending 1U Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bring the Ending 1U Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bring the Ending 1U Instant Counter target spell unless its controller pays {2}. Corrupted -- Counter that spell instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruelclaw's Heist BB Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cruelclaw's Heist B B Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3 B B Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3 B B Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Distorted Curiosity 2 U Sorcery Corrupted -- This spell costs {2} less to cast if an opponent has three or more poison counters. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Distorted Curiosity 2 U Sorcery Corrupted -- This spell costs {2} less to cast if an opponent has three or more poison counters. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infectious Inquiry 2B Sorcery You draw two cards and you lose 2 life. Each opponent gets a poison counter.
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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	Jace ReawakenedUU Legendary Planeswalker -- Jace You can't cast Jace Reawakened during your first, second, or third turns of the game. [+1]: Draw a card, then discard a card. [+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted. [-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jace ReawakenedUU Legendary Planeswalker -- Jace You can't cast Jace Reawakened during your first, second, or third turns of the game. [+1]: Draw a card, then discard a card. [+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted. [-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace ReawakenedUU Legendary Planeswalker -- Jace You can't cast Jace Reawakened during your first, second, or third turns of the game. [+1]: Draw a card, then discard a card. [+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted. [-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn's Sylex3 Legendary Artifact Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities. {X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn's Sylex3 Legendary Artifact Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities. {X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mirrex

Land - - Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

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{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered
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{3}, {T}: Create a 1/1 colorless
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prologue to Phyresis ①②

Instant

Each opponent gets a poison counter.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prologue to Phyresis ①U

Instant

Each opponent gets a poison counter.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prologue to Phyresis (1U)

Instant

Each opponent gets a poison counter.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prologue to Phyresis (1)(U)

Instant

Each opponent gets a poison counter.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reject Imperfection (1UU)

Instant

Counter target spell. If that spell'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.)

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Season of Weaving (4UU)

Sorcerv

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Draw a card.

{P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it.

{P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.

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Serum Snare 1 U Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Snare 1 U Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Snare 1 U Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Teferi, Temporal Pilgrim (3)(U)(U) Legendary Planeswalker -- Teferi Whenever you draw a card, put a loyalty counter on Teferi. [0]: Draw a card. [-2]: Create a 2/2 blue Spirit creature token with vigilance and "Whenever you draw a card, put a +1/+1 counter on this token." [-12]: Target opponent chooses a permanent they control and returns it to its owner's hand. Then they shuffle each nonland permanent they control into its owner's library. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp ([T]: Add [U] or [B].) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land [T]: Add [C]. [T]: Add [U] or [B]. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Fall (2)(B) Instant Each opponent sacrifices a creature or planeswalker of their choice and gets a poison counter. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feed the Cycle 1B Instant As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	