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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>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>Courage in Crisis</div><div>Sorcery</div><div>Put a +1/+1 counter on target creature, then 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><div><div>Courage in Crisis</div><div>Sorcery</div><div>Put a +1/+1 counter on target creature, then 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><div><div>Courage in Crisis</div><div>Sorcery</div><div>Put a +1/+1 counter on target creature, then 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><div><div>Courage in Crisis</div><div>Sorcery</div><div>Put a +1/+1 counter on target creature, then 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> |

② ③

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 PLAY botbox.dev

② ③

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 PLAY botbox.dev

② ③

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 PLAY botbox.dev

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever you cast a noncreature spell, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever you cast a noncreature spell, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Hinterland Harbor</b></div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><b>Hinterland Harbor</b></div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Infectious Bite</b><div>16</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Infectious Bite</b><div>16</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Infectious Bite</b><div>16</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                               | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                               |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ivy, Gleeful Spellthief  </div><div>Legendary Creature -- Faerie Rogue</div><div>Flying<br/>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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ivy, Gleeful Spellthief  </div><div>Legendary Creature -- Faerie Rogue</div><div>Flying<br/>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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ivy, Gleeful Spellthief  </div><div>Legendary Creature -- Faerie Rogue</div><div>Flying<br/>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>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Prologue to Phyresis</div><div>①②</div></div> <div>Instant</div> <div>Each opponent gets a poison counter.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div><div>Prologue to Phyresis</div><div>①②</div></div> <div>Instant</div> <div>Each opponent gets a poison counter.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div><div>Prologue to Phyresis</div><div>①②</div></div> <div>Instant</div> <div>Each opponent gets a poison counter.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div><div>Prologue to Phyresis</div><div>①②</div></div> <div>Instant</div> <div>Each opponent gets a poison counter.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             |
| <div><div>Repulsive Mutation</div><div>ⓧⓖⓈ</div></div> <div>Instant</div> <div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Repulsive Mutation</div><div>ⓧⓖⓈ</div></div> <div>Instant</div> <div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Repulsive Mutation</div><div>ⓧⓖⓈ</div></div> <div>Instant</div> <div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Serum Snare</div><div>①②</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Serum Snare</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Serum Snare</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snakeskin Veil</div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It 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>Snakeskin Veil</div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It 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>Snakeskin Veil</div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It 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>Snakeskin Veil</div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It 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>Thrummingbird</div> <div>Creature -- Phyrexian Bird Horror</div> <div>Flying<br/>Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thrummingbird</div> <div>Creature -- Phyrexian Bird Horror</div> <div>Flying<br/>Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Bring the Ending</div><div>①①</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>Bring the Ending</div><div>①①</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>Bring the Ending</div><div>①①</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>Cankerbloom</div><div>①⑥</div></div><div><div>Creature -- Phyrexian Fungus</div><div>{1}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* 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>3/2</div></div></div> |
| <div><div><div>Cankerbloom</div><div>①⑥</div></div><div><div>Creature -- Phyrexian Fungus</div><div>{1}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* 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>3/2</div></div></div> | <div><div><div>Cankerbloom</div><div>①⑥</div></div><div><div>Creature -- Phyrexian Fungus</div><div>{1}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* 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>3/2</div></div></div> | <div><div><div>Cankerbloom</div><div>①⑥</div></div><div><div>Creature -- Phyrexian Fungus</div><div>{1}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* 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>3/2</div></div></div> | <div><div><div>Distorted Curiosity</div><div>②①</div></div><div><div>Sorcery</div><div>Corrupted -- This spell costs {2} less to cast if an opponent has three or more poison counters.<br/>Draw two cards.</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>Forest</div> <div>Basic Land -- Forest</div> <div> ({T}: Add {G}.)<br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Serum Snare</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.)<br/> <br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Warriors' Lesson</div> <div>Instant</div> <div> Until end of turn, up to two target creatures you control each gain "Whenever this creature deals combat damage to a player, draw a card."<br/> <br/> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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