

Experimental Augury ①② 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 PLAYbotbox.dev	Experimental Augury ①② 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 PLAYbotbox.dev	Experimental Augury ①② 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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Anatomist3U Creature -- Phyrexian Wizard When this creature enters, you may tap it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Anatomist3U Creature -- Phyrexian Wizard When this creature enters, you may tap it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Anatomist3U Creature -- Phyrexian Wizard When this creature enters, you may tap it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Maze's Mantle26 Enchantment -- Aura Flash Enchant creature When this Aura enters, if enchanted creature has toxic, that creature gains hexproof until end of turn. Enchanted creature gets +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maze's Mantle26 Enchantment -- Aura Flash Enchant creature When this Aura enters, if enchanted creature has toxic, that creature gains hexproof until end of turn. Enchanted creature gets +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maze's Mantle26 Enchantment -- Aura Flash Enchant creature When this Aura enters, if enchanted creature has toxic, that creature gains hexproof until end of turn. Enchanted creature gets +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meat Locker2U Enchantment -- Room When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- - - - RIGHT HALF - - - Drowned Diner3UU Enchantment -- Room When you unlock this door, draw three cards, then discard a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mesmerizing Dose1UU Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Enchanted creature doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesmerizing Dose1UU Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Enchanted creature doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Ascended Animist3GGGP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. L7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paladin of Predation5GG Creature -- Phyrexian Knight Toxic 6 (Players dealt combat damage by this creature also get six poison counters.) This creature can't be blocked by creatures with power 2 or less. 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plague Nurse3G Creature -- Phyrexian Cleric Toxic 2 {2}{G}: Each other creature you control with toxic gains toxic 1 until end of turn. Activate only once each turn. (A player dealt combat damage by a creature with toxic also gets poison counters equal to that creature's total toxic value.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plague Nurse3G Creature -- Phyrexian Cleric Toxic 2 {2}{G}: Each other creature you control with toxic gains toxic 1 until end of turn. Activate only once each turn. (A player dealt combat damage by a creature with toxic also gets poison counters equal to that creature's total toxic value.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plague Nurse3G Creature -- Phyrexian Cleric Toxic 2 {2}{G}: Each other creature you control with toxic gains toxic 1 until end of turn. Activate only once each turn. (A player dealt combat damage by a creature with toxic also gets poison counters equal to that creature's total toxic value.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plague Nurse3G Creature -- Phyrexian Cleric Toxic 2 {2}{G}: Each other creature you control with toxic gains toxic 1 until end of turn. Activate only once each turn. (A player dealt combat damage by a creature with toxic also gets poison counters equal to that creature's total toxic value.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Vinestalk Land This land enters tapped. {T}: Add {G} or {U}. {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land. Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Snare 1U 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 PLAYbotbox.dev
Serum Snare 1U 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 PLAYbotbox.dev	Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}.	Tainted Observer ①⑥⑩ Creature -- Phyrexian Bird Flying Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever another creature you control enters, you may pay {2}. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)	Tainted Observer ①⑥⑩ Creature -- Phyrexian Bird Flying Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever another creature you control enters, you may pay {2}. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)	Tainted Observer ①⑥⑩ Creature -- Phyrexian Bird Flying Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever another creature you control enters, you may pay {2}. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
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Tainted Observer ①⑥⑩ Creature -- Phyrexian Bird Flying Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever another creature you control enters, you may pay {2}. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)	Tangled Islet Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped.	Tangled Islet Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped.	Tangled Islet Land -- Forest Island ({T}: Add {G} or {U}.) This land enters tapped.
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Tangled Islet Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thrummingbird ①①① Creature -- Phyrexian Bird Horror Flying 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrummingbird ①①① Creature -- Phyrexian Bird Horror Flying 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Atrocity ③⑥⑥ Creature -- Phyrexian Dinosaur Haste Toxic 3 (Players dealt combat damage by this creature also get three poison counters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Atrocity ③⑥⑥ Creature -- Phyrexian Dinosaur Haste Toxic 3 (Players dealt combat damage by this creature also get three poison counters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tyrranax Atrocity ③⑥⑥ Creature -- Phyrexian Dinosaur Haste Toxic 3 (Players dealt combat damage by this creature also get three poison counters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Atrocity ③⑥⑥ Creature -- Phyrexian Dinosaur Haste Toxic 3 (Players dealt combat damage by this creature also get three poison counters.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyrranax Rex ④⑥⑥⑥ Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Rotpriest ⑥ Creature -- Phyrexian Druid Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venerated Rotpriest ⑥ Creature -- Phyrexian Druid Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Rotpriest ⑥ Creature -- Phyrexian Druid Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerated Rotpriest ⑥ Creature -- Phyrexian Druid Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venomous Brutalizer ②⑥⑥ Creature -- Phyrexian Knight Toxic 3 (Players dealt combat damage by this creature also get three poison counters.) When this creature enters, you may pay {1}{G}. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Venomous Brutalizer ②⑥⑥ Creature -- Phyrexian Knight Toxic 3 (Players dealt combat damage by this creature also get three poison counters.) When this creature enters, you may pay {1}{G}. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viral Spawning ②⑥ Sorcery Create a 3/3 green Phyrexian Beast creature token with toxic 1. (Players dealt combat damage by it also get a poison counter.) Corrupted -- As long as an opponent has three or more poison counters and this card is in your graveyard, it has flashback {2}{G}. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivisurgeon's Insight ③④④ 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 ③④④ 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 ③④⑤

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

Wrenn and Realmbreaker ①⑥⑥

Legendary Planeswalker -- Wrenn

Lands you control have "{T}": Add one
mana of any color."
[+1]: Up to one target land you
control becomes a 3/3 Elemental
creature with vigilance, hexproof,
and haste until your next turn. It's
still a land.
[-2]: Mill three cards. You may put
a permanent card from among the
milled cards into your hand.
[-7]: You get an emblem with "You
may play lands and cast permanent
spells from your graveyard."

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