

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Everflowing Chalice 0 Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Everflowing Chalice 0 Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Everflowing Chalice 0 Artifact Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact. 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 PLAYbotbox.dev

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peat Bog Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prologue to Phyresis 1U Instant Each opponent gets a poison counter. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prologue to Phyresis 1U Instant Each opponent gets a poison counter. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * 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	Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * 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	Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * 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	Thirsting Roots 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * 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
Vivisurgeon's Insight 3UU 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 PLAYbotbox.dev	Vivisurgeon's Insight 3UU 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 PLAYbotbox.dev	Vivisurgeon's Insight 3UU 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 PLAYbotbox.dev	Vivisurgeon's Insight 3UU 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 PLAYbotbox.dev

Weather the Storm ①⑥ 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	Weather the Storm ①⑥ 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	Weather the Storm ①⑥ 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	Weather the Storm ①⑥ 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
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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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