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 PLAY botbox.dev

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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 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.)

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Playtest cards - collins9455 - Poison Storm (CPC Qualifier Bellingham - September 2026) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infectious Inquiry (2)(B)

Sorcery

You draw two cards and you lose 2 life. Each opponent gets a poison counter.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw three cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose {1}{R/G}

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - collins9455 - Poison Storm (CPC Qualifier Bellingham - September 2026) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - collins9455 - Poison Storm (CPC Qualifier Bellingham - September 2026) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Prologue to Phyresis {1}{U}

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

Sandstone Needle

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saprazzan Skerry

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snap {1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

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Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steady Progress {2}{U}

Instant

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 PLAY botbox.dev

Steady Progress {2}{U}

Instant

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 PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teach by Example {U/R}{U/R}

Instant

({U/R} can be paid with either {U} or {R}.)
When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thirsting Roots (G)

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vivisurgeon's Insight (3)(U)(U)

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

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Weather the Storm {1}{G}

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon {2}{R}

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon {2}{R}

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

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* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murmuring Mystic (3)(U)

Creature -- Human Wizard

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

[sideboard]

1/5

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Tangle 1G

Instant

Prevent all combat damage that would be dealt this turn.
Each attacking creature doesn't untap during its controller's next untap step.

[sideboard]

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