

Blighted Agent 1 U Creature -- Phyrexian Human Rogue Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Agent 1 U Creature -- Phyrexian Human Rogue Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Agent 1 U Creature -- Phyrexian Human Rogue Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Agent 1 U Creature -- Phyrexian Human Rogue Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Forest Basic Land -- Forest ({T}: Add {G}.)	Forest Basic Land -- Forest ({T}: Add {G}.)
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G

Target creature gets +2/+2 until end of turn.

Landfall -- If you had a land enter the battlefield under your control this turn, that creature gets +4/+4 until end of turn instead.

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Ⓒ

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Land - - Forest Island

(**{T}**): Add **{G}** or **{U}**.)
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.)

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G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

$\{T\}$: Add $\{B\}$, $\{R\}$, or $\{G\}$.

0/1

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0/1

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Land

{T}: Add {C}.
{1}: This land becomes a 1/1
Phyrexian Blinkmoth artifact
creature with flying and infect
until end of turn. It's still a
land. (It deals damage to creatures
in the form of -1/-1 counters and to
players in the form of poison
counters.)

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Land

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Inkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Might of Old Krosa Instant Target creature gets +2/+2 until end of turn. If you cast this spell during your main phase, that creature gets +4/+4 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Might of Old Krosa Instant Target creature gets +2/+2 until end of turn. If you cast this spell during your main phase, that creature gets +4/+4 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Might of Old Krosa Instant Target creature gets +2/+2 until end of turn. If you cast this spell during your main phase, that creature gets +4/+4 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Might of Old Krosa Instant Target creature gets +2/+2 until end of turn. If you cast this spell during your main phase, that creature gets +4/+4 until end of turn instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

G

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

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{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain

U

Sorcerv

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain

U

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Preordain U Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quandrix Charm G U Instant Choose one -- * Counter target spell unless its controller pays {2}. * Destroy target enchantment. * Target creature has base power and toughness 5/5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quandrix Charm G U Instant Choose one -- * Counter target spell unless its controller pays {2}. * Destroy target enchantment. * Target creature has base power and toughness 5/5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secret Identity U Instant Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Secret Identity U Instant Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secret Identity U Instant Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil G Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil G Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tifa Lockhart

① ②

Legendary Creature -- Human Monk

Trample
Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn.

1/2

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Tifa Lockhart

① ⑥

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1/2

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Waterlogged Grove

Land

{T}, Pay 1 life: Add {G} or {U}.
 {1}, {T}, Sacrifice this land: Draw
 a card.

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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Consign to Memory (U)

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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[sideboard]

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[sidebar]

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Endurance 1GG

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance 1 6 6 Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1 6 6 Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2 6 6 Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2 6 6 Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite 2 Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spellskite 2 Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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