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

Contentious Plan (1)(U)

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Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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.)

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) 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.

Focus the Mind {4}{U}

Instant

This spell costs {2} less to cast if you've cast another spell this turn. Draw three cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Focus the Mind {4}{U}

Instant

This spell costs {2} less to cast if you've cast another spell this turn. Draw three cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

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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

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

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.

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

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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

Manamorphose (1)(R/G)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose (1)(R/G)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose (1)(R/G)

Instant

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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Merchant Scroll {1}{U}

Sorcery

Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muddle the Mixture {U}{U}

Instant

Counter target instant or sorcery spell.
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

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.

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.

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

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.

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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 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

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saprazzan Skerry

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This land enters tapped with two depletion counters on it.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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

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Snap {1}{U}

Instant

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

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

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.

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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

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

Thirsting Roots (G)

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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

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.)

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You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

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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

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[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

Breath Weapon (2)(R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) sheet 8/10 - 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.

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel (U)

Instant

Counter target instant spell.

[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

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

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

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

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) sheet 9/10 - 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.

Red Elemental Blast ®

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vandalblast ®

Sorcery

Destroy target artifact you don't control.
Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vandalblast ®

Sorcery

Destroy target artifact you don't control.
Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencg - Poison Storm (Got That Shit On Pauper $1K) sheet 10/10 - 3 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.