

<div><div>Contentious Plan</div><div>①①</div></div> <div>Sorcery</div> <div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Contentious Plan</div><div>①①</div></div> <div>Sorcery</div> <div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Contentious Plan</div><div>①①</div></div> <div>Sorcery</div> <div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Contentious Plan</div><div>①①</div></div> <div>Sorcery</div> <div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Deep Analysis</div><div>③①</div></div> <div>Sorcery</div> <div>Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Everflowing Chalice</div><div>⑥</div></div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Everflowing Chalice</div><div>⑥</div></div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Everflowing Chalice</div><div>⑥</div></div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Experimental Augury</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Experimental Augury</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Experimental Augury</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Experimental Augury</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hickory Woodlot</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hickory Woodlot</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hickory Woodlot</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hickory Woodlot</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Infectious Inquiry</div><div>2B</div></div><div>Sorcery</div><div>You draw two cards and you lose 2 life. Each opponent gets a poison counter.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Infectious Inquiry</div><div>2B</div></div><div>Sorcery</div><div>You draw two cards and you lose 2 life. Each opponent gets a poison counter.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Infectious Inquiry</div><div>2B</div></div><div>Sorcery</div><div>You draw two cards and you lose 2 life. Each opponent gets a poison counter.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Infectious Inquiry</div><div>2B</div></div><div>Sorcery</div><div>You draw two cards and you lose 2 life. Each opponent gets a poison counter.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Lose Focus</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Replicate {U} (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 spell unless its controller pays {2}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lose Focus</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Replicate {U} (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 spell unless its controller pays {2}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lose Focus</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Replicate {U} (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 spell unless its controller pays {2}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lose Focus</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Replicate {U} (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 spell unless its controller pays {2}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Lotus Petal</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lotus Petal</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lotus Petal</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lotus Petal</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - saidin.raken - Pauper (Pauper League)

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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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<div>Peat Bog</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Peat Bog</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Peat Bog</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Peat Bog</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Pentad Prism2</div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Pentad Prism2</div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Pentad Prism2</div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Pentad Prism2</div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Saprazzan Skerry</div><div>Land</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saprazzan Skerry</div><div>Land</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saprazzan Skerry</div><div>Land</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saprazzan Skerry</div><div>Land</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div><p>{T}: Add {U}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div><p>{T}: Add {U}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div><p>{T}: Add {U}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div><p>{T}: Add {U}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steady Progress2U</div><div>Instant</div><div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steady Progress2U</div><div>Instant</div><div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steady Progress2U</div><div>Instant</div><div>Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Vivisurgeon's Insight3UU</div><div>Sorcery</div><div>Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vivisurgeon's Insight3UU</div><div>Sorcery</div><div>Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vivisurgeon's Insight3UU</div><div>Sorcery</div><div>Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vivisurgeon's Insight3UU</div><div>Sorcery</div><div>Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Anoint with Affliction</div><div>①③</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Anoint with Affliction</div><div>①③</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Anoint with Affliction</div><div>①③</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Breath Weapon</div><div>②④</div></div><div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

②R

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

[sidebar]

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① ②

```
Counter target spell unless its
controller pays {2}.
Corrupted -- Counter that spell
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or more poison counters.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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[sideboard]

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①②

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

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

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[sidebar]
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying
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```
[sidebar]
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy all Auras.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Serene Heart</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy all Auras.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serrated Arrows</div> <div> <div>4</div> </div> </div> <div> <div>Artifact</div> <div> <div> This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. </div> <div>{T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serrated Arrows</div> <div> <div>4</div> </div> </div> <div> <div>Artifact</div> <div> <div> This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. </div> <div>{T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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