

Blighted Agent ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Agent ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Agent ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Agent ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blossoming Defense ⑥ Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Defense ⑥ Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dismember</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Distortion Strike</div> <div>Sorcery</div> <div>Target creature gets +1/+0 until end of turn and can't be blocked this turn. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Distortion Strike</div> <div>Sorcery</div> <div>Target creature gets +1/+0 until end of turn and can't be blocked this turn. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Giver of Runes</div> <div>Creature -- Kor Cleric</div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Giver of Runes</div> <div>Creature -- Kor Cleric</div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Giver of Runes</div> <div>Creature -- Kor Cleric</div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Giver of Runes W Creature -- Kor Cleric {T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Elf G Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Elf G Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Elf G Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glistener Elf G Creature -- Phyrexian Elf Warrior Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Groundswell G Instant 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Groundswell G Instant 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedge Maze 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.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{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.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{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.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{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.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{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.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Might of Old Krosa</div><div>Instant</div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Might of Old Krosa</div><div>Instant</div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Might of Old Krosa</div><div>Instant</div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Might of Old Krosa</div><div>Instant</div><div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Noble HierarchyG</div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Noble Hierarchy Ⓞ</p> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</p> <div>0/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Noble Hierarchy Ⓞ</p> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</p> <div>0/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Noble Hierarchy Ⓞ</p> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</p> <div>0/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pendelhaven</p> <hr/> <p>Legendary Land</p> <hr/> <p>{T}: Add {G}. {T}: Target 1/1 creature gets +1/+2 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Scale Up Ⓞ</p> <hr/> <p>Sorcery</p> <hr/> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Scale Up Ⓞ</p> <hr/> <p>Sorcery</p> <hr/> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Scale Up Ⓞ</p> <hr/> <p>Sorcery</p> <hr/> <p>Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spell Pierce Ⓢ</p> <hr/> <p>Instant</p> <hr/> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember

① BP BP

Instant

({B/P} can be paid with either {B}
 or 2 life.)
 Target creature gets -5/-5 until end
 of turn.

[sidebar]

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Dryad Arbor

Land Creature -- Forest Drvvd

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

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[sidebar]
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor

2GG

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.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor

2GG

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

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U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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When this creature enters, choose
one --
* Remove all counters from target
creature. It can't have counters put
on it for as long as this creature
remains on the battlefield.
* Target opponent loses all
counters. That player can't get
counters for as long as this
creature remains on the battlefield.
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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, choose one --

- * Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.
- * Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Veil of Summer 6 </div> <div> Instant <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Veil of Summer 6 </div> <div> Instant <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Vexing Bauble 1 </div> <div> Artifact <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	
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