## 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.

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## 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 - PNascimento - Pauper v3 Group 14EF97 (Infectious Inquiry, Contentious Pla** 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.

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Instant

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

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## Forest

Basic Land -- Forest

({T}: Add {G}.)

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## 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.

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## 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.

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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


## 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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Instant

Add two mana in any combination of colors.
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## Manamorphose {1}{R/G}

Instant

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

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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.

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## 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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## 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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## 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.

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## 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.

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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.

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## 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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Land

This land enters tapped with two depletion counters on it.
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## Snap {1}{U}

Instant

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

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Instant

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

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## 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.

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## 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}.)

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## 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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Instant

({U/R} can be paid with either {U} or {R}.)
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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.)

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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.
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* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
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**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.)

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**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.)

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Sorcery

Draw three cards. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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Sorcery

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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.)

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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

## Breath Weapon (2)(R)

Instant

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

[sideboard]

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Instant

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

[sideboard]

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## Breath Weapon (2)(R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel (U)

Instant

Counter target instant spell.

[sideboard]

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## Dispel (U)

Instant

Counter target instant spell.

[sideboard]

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## Hydroblast (U)

Instant

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

[sideboard]

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## Hydroblast (U)

Instant

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

[sideboard]

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Instant

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

[sideboard]

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

## 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

## Pyroblast (R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyroblast (R)

Instant

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

[sideboard]

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**Pyroblast** {R}

Instant

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

[sideboard]

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**Serene Heart** {1}{G}

Instant

Destroy all Auras.

[sideboard]

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**Shred Memory** {1}{B}

Instant

Exile up to four target cards from a single graveyard.
Transmute {1}{B}{B} ({1}{B}{B}, 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.)

[sideboard]

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