

5 G

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Target creature gets +6/+6 until end of turn.

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5 G

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Target creature gets +6/+6 until end of turn.

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① ②

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.

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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.

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① ②

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.

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Ⓒ

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.)

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((T): Add {G} or {U}.)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

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## 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.

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## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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## 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.)

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## **Ignoble Hierarch**

Creature -- Goblin Shaman

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

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## **Ignoble Hierarch**

Creature -- Goblin Shaman

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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## **Ignoble Hierarch**

Creature -- Goblin Shaman

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## **Ignoble Hierarch**

Creature -- Goblin Shaman

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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## 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.)
```

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|                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                   |
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| <div><div><div>Inkmoth Nexus</div><div>Land</div><div><div><div><div>{T}</div>: Add {C}.</div><div><div>{1}</div>: 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><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><div><div>{T}</div>: Add {C}.</div><div><div>{1}</div>: 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><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><div><div>{T}</div>: Add {C}.</div><div><div>{1}</div>: 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><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><div><div>{G}</div></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><div><div>{G}</div></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><div><div>{G}</div></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><div><div>{G}</div></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>Mutagenic Growth</div><div>Instant</div><div><div><div><div>{GP}</div></div></div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Target creature gets +2/+2 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                  |

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| <div> <div>Mutagenic Growth</div> <div>GP</div> </div> <div> <div>Instant</div> <div> <div>{G/P} can be paid with either {G} or 2 life.)</div> <div>Target creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>             | <div> <div>Mutagenic Growth</div> <div>GP</div> </div> <div> <div>Instant</div> <div> <div>{G/P} can be paid with either {G} or 2 life.)</div> <div>Target creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>             | <div> <div>Mutagenic Growth</div> <div>GP</div> </div> <div> <div>Instant</div> <div> <div>{G/P} can be paid with either {G} or 2 life.)</div> <div>Target creature gets +2/+2 until end of turn.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>             | <div> <div>Noble Hierarchy</div> <div>G</div> </div> <div> <div>Creature -- Human Druid</div> <div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</div> <div>{T}: Add {G}, {W}, or {U}.</div> </div> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                 |
| <div> <div>Overgrown Tomb</div> <div></div> </div> <div> <div>Land -- Swamp Forest</div> <div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Overgrown Tomb</div> <div></div> </div> <div> <div>Land -- Swamp Forest</div> <div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Overgrown Tomb</div> <div></div> </div> <div> <div>Land -- Swamp Forest</div> <div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Phyrexian Crusader</div> <div>1BB</div> </div> <div> <div>Creature -- Phyrexian Zombie Knight</div> <div> <div>First strike, protection from red and from white</div> <div>Infect (This creature 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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Phyrexian Crusader</b> ①B③<br>Creature -- Phyrexian Zombie Knight<br>First strike, protection from red and from white<br>Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phyrexian Crusader</b> ①B③<br>Creature -- Phyrexian Zombie Knight<br>First strike, protection from red and from white<br>Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev        | <b>Phyrexian Crusader</b> ①B③<br>Creature -- Phyrexian Zombie Knight<br>First strike, protection from red and from white<br>Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev        | <b>Rancor</b> ⑥<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets +2/+0 and has trample.<br>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                     |
| <b>Rancor</b> ⑥<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets +2/+0 and has trample.<br>When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Royal Treatment</b> ⑥<br>Instant<br>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}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Royal Treatment</b> ⑥<br>Instant<br>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}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Royal Treatment</b> ⑥<br>Instant<br>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}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <p><b>Scale Up</b> <span>Ⓞ</span></p> <p>Sorcery</p> <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><b>Scale Up</b> <span>Ⓞ</span></p> <p>Sorcery</p> <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><b>Scale Up</b> <span>Ⓞ</span></p> <p>Sorcery</p> <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><b>Scale Up</b> <span>Ⓞ</span></p> <p>Sorcery</p> <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><b>Spell Pierce</b> <span>Ⓢ</span></p> <p>Instant</p> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         | <p><b>Venerated Rotpriest</b> <span>Ⓞ</span></p> <p>Creature -- Phyrexian Druid</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br/>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Venerated Rotpriest</b> <span>Ⓞ</span></p> <p>Creature -- Phyrexian Druid</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br/>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Venerated Rotpriest</b> <span>Ⓞ</span></p> <p>Creature -- Phyrexian Druid</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br/>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Venerated Rotpriest</div><div>⑥</div></div> <div>Creature -- Phyrexian Druid</div> <div>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br/>Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div><div>Vines of Vastwood</div><div>⑥</div></div> <div>Instant</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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>Vines of Vastwood</div><div>⑥</div></div> <div>Instant</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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>Vines of Vastwood</div><div>⑥</div></div> <div>Instant</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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>Vines of Vastwood</div><div>⑥</div></div> <div>Instant</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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>Windswept Heath</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Windswept Heath</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          | <div><div>Windswept Heath</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                          |

## 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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## 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

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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

## Abrupt Decay

**B G**

Instant

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Abrupt Decay

**B G**

Instant

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Abrupt Decay

**B G**

Instant

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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 on colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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

①GG

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

①GG

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

1 G G

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

U

Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

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| <div> <div>Flusterstorm</div> <div>U</div> </div> <div> <div>Instant</div> <div> Counter target instant or sorcery spell unless its controller pays {1}.<br/> Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pithing Needle</div> <div>1</div> </div> <div> <div>Artifact</div> <div> As this artifact enters, choose a card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pithing Needle</div> <div>1</div> </div> <div> <div>Artifact</div> <div> As this artifact enters, choose a card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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