## Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Beastcaller Savant {1}{G}

Creature -- Elf Shaman Ally

Haste
{T}: Add one mana of any color. Spend this mana only to cast a creature spell.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bind {1}{G}

Instant

Counter target activated ability. (Mana abilities can't be targeted.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blackbloom Rogue {2}{B}

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

**2/3**

- - - BACK FACE - - -

## Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blessed Respite {1}{G}

Instant

Target player shuffles their graveyard into their library.
Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blightbelly Rat {1}{B}

Creature -- Phyrexian Rat

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Bloated Contaminator (2)(G)

Creature -- Phyrexian Beast

Trample
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloom Tender (1)(G)

Creature -- Elf Druid

Vivid -- {T}: For each color among permanents you control, add one mana of that color.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

## Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cankerbloom (1)(G)

Creature -- Phyrexian Fungus

{1}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Crawling Chorus {W}

Creature -- Phyrexian Horror

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dash Hopes {B}{B}

Instant

When you cast this spell, any player may pay 5 life. If a player does, counter Dash Hopes.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dawn Charm {1}{W}

Instant

Choose one --
* Prevent all combat damage that would be dealt this turn.
* Regenerate target creature.
* Counter target spell that targets you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deadly Allure {B}

Sorcery

Target creature gains deathtouch until end of turn and must be blocked this turn if able.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defend the Rider {G}

Instant

Choose one --
* Target permanent you control gains hexproof and indestructible until end of turn.
* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Doran, Besieged by Time {1}{W}{B}{G}

Legendary Creature -- Treefolk Druid

Each creature spell you cast with toughness greater than its power costs {1} less to cast.
Whenever a creature you control attacks or blocks, it gets +X/+X until end of turn, where X is the difference between its power and toughness.

**0/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dune Mover {2}

Artifact Creature -- Phyrexian Golem

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ennis, Debate Moderator {1}{W}

Legendary Creature -- Human Cleric

When Ennis enters, exile up to one other target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.
At the beginning of your end step, if one or more cards were put into exile this turn, put a +1/+1 counter on Ennis.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Evolution Charm (1)(G)

Instant

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Return target creature card from your graveyard to your hand.
* Target creature gains flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Evolution Sage (2)(G)

Creature -- Elf Druid

Landfall -- Whenever a land you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Feed the Swarm (1)(B)

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flock Impostor (2)(W)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flash
Flying
When this creature enters, return up to one other target creature you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fog (G)

Instant

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Frog Butler (1)(G)

Creature -- Frog Spirit

Deathtouch
{T}: Add one mana of any color.
{2}: This creature gains reach until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fynn, the Fangbearer (1)(G)

Legendary Creature -- Human Warrior

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Whenever a creature you control with deathtouch deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.)

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grand Abolisher (W)(W)

Creature -- Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grateful Apparition (1)(W)

Creature -- Spirit

Flying
Whenever this creature deals combat damage to a player or planeswalker, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grim Affliction (2)(B)

Instant

Put a -1/-1 counter on target creature, then 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

## Huatli's Raptor (G)(W)

Creature -- Dinosaur

Vigilance
When this creature enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insist (G)

Sorcery

The next creature spell you cast this turn can't be countered.
Draw a card.

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**Ixhel, Scion of Atraxa** {1}{W}{B}{G}

Legendary Creature -- Phyrexian Angel

Flying, vigilance, toxic 2
Corrupted -- At the beginning of your end step, each opponent who has three or more poison counters exiles the top card of their library face down. You may look at and play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast those spells.

**2/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kabira Takedown** {1}{W}

Instant

Kabira Takedown deals damage equal to the number of creatures you control to target creature or planeswalker.

- - - BACK FACE - - -

**Kabira Plateau**

Land

This land enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Karn's Bastion**

Land

{T}: Add {C}.
{4}, {T}: 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

**Khalni Ambush** {2}{G}

Instant

Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

**Khalni Territory**

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lapse of Certainty** {2}{W}

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lightning Greaves** {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Martyr for the Cause** {1}{W}

Creature -- Human Soldier

When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Metastatic Evangel** {1}{W}

Creature -- Phyrexian Human Cleric

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**3/1**

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## Myriad Landscape

Land

This land enters tapped.
{T}: Add {C}.
{2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nephalia Academy

Land

If a spell or ability an opponent controls causes you to discard a card, you may reveal that card and put it on top of your library instead of putting it anywhere else.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Null Elemental Blast {C}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Opal Palace

Land

{T}: Add {C}.
{1}, {T}: Add one mana of any color in your commander's color identity. If you spend this mana to cast your commander, it enters with a number of additional +1/+1 counters on it equal to the number of times it's been cast from the command zone this game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oppressive Rays {W}

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block unless its controller pays {3}.
Activated abilities of enchanted creature cost {3} more to activate.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otherworldly Journey {1}{W}

Instant -- Arcane

Exile target creature. At the beginning of the next end step, return that card to the battlefield under its owner's control with a +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pistus Strike {2}{G}

Instant

Destroy target creature with flying. Its controller gets a poison counter.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pollenbright Druid {1}{G}

Creature -- Elf Druid

When this creature enters, choose one --
* Put a +1/+1 counter on target creature.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Priests of Norn {2}{W}

Creature -- Phyrexian Cleric

Vigilance
Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

**1/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Protective Response {2}{W}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Destroy target attacking or blocking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Purging Stormbrood {4}{B}

Creature -- Dragon

Flying
Ward--Pay 2 life.
When this creature enters, remove all counters from up to one target creature.

**4/4**

- - - ADVENTURE - - -

## Absorb Essence {1}{W}

Instant -- Omen

Target creature gets +2/+2 and gains lifelink and hexproof until end of turn. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rancor {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample.
When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ranger's Guile {G}

Instant

Target creature you control gets +1/+1 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



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## Road of Return {G}{G}

Sorcery

Choose one --
* Return target permanent card from your graveyard to your hand.
* Put your commander into your hand from the command zone.
Entwine {2} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rogue's Passage

Land

{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Runed Halo {W}{W}

Enchantment

As this enchantment enters, choose a card name.
You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sandsteppe Citadel

Land

This land enters tapped.
{T}: Add {W}, {B}, or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheltering Word {1}{G}

Instant

Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shredder, Unrelenting {4}{B}

Legendary Creature -- Human Ninja

Sneak {3}{B} (You may cast this spell for {3}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Deathtouch
Whenever Shredder enters or attacks, another target creature you control gains deathtouch until end of turn.

**6/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

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## Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It 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

## Snowfield Sinkhole

Snow Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strangled Cemetery

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strength of the Harvest {2}{G/W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each creature and/or enchantment you control.

- - - BACK FACE - - -

## Haven of the Harvest

Land

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sungrass Prairie

Land

{1}, {T}: Add {G}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Phyrexia04600 - Duel Commander (Open Qualifier DC L'Antre des Jeux - By A** sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tainted Strike {B}

Instant

Target creature gets +1/+0 and gains infect until end of turn. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thalia and The Gitrog Monster {1}{W}{B}{G}

Legendary Creature -- Human Frog Horror

First strike, deathtouch
You may play an additional land on each of your turns.
Creatures and nonbasic lands your opponents control enter tapped.
Whenever Thalia and The Gitrog Monster attacks, sacrifice a creature or land, then draw a card.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Seedcore

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells.
Corrupted -- {T}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thornglint Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.
{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Thriving Heath

Land

This land enters tapped. As it enters, choose a color other than white.
{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thriving Moor

Land

This land enters tapped. As it enters, choose a color other than black.
{T}: Add {B} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Time of Need {1}{G}

Sorcery

Search your library for a legendary creature card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Titan's Grave

Land

This land enters tapped.
{T}: Add {B} or {G}.
{2}{B}{G}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tyrranax Atrocity {3}{G}{G}

Creature -- Phyrexian Dinosaur

Haste
Toxic 3 (Players dealt combat damage by this creature also get three poison counters.)

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unbounded Potential {1}{W}

Instant

Choose one --
* Put a +1/+1 counter on each of up to two target creatures.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
Entwine {3}{W} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urban Daggertooth {2}{G}{G}

Creature -- Dinosaur

Vigilance
Enrage -- Whenever this creature is dealt damage, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

**4/3**

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## Venerated Rotpriest {G}

Creature -- Phyrexian Druid

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.

**1/2**

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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.

## Vines of Vastwood (G)

Instant

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.

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## Virulent Wound (B)

Instant

Put a -1/-1 counter on target creature. When that creature dies this turn, its controller gets a poison counter.

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## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

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## Whisper of the Dross (B)

Instant

Target creature gets -1/-1 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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