Access Tunnel

Land

{T}: Add {C}.
{3}, {T}: Target creature with power 3 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ambush Viper 1G

Creature -- Snake

Flash
Deathtouch

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ankle Biter G

Creature -- Snake

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Band Together 2G

Instant

Up to two target creatures you control each deal damage equal to their power to another target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bite Down 1G

Instant

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Contaminator 2G

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

Blooming Stinger 1G

Creature -- Plant Scorpion

Deathtouch
When this creature enters, another target creature you control gains deathtouch until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchblight Stalker 1G

Creature -- Phyrexian Elf Scout

Toxic 2 (Players dealt combat damage by this creature also get two poison counters.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - FreeForm (Chill Brawl IV) sheet 1/13 - 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.

Bull's Strength {1}{G}

Instant

Target creature gets +2/+2 and gains trample until end of turn. Untap it.

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

Carnivorous Canopy {2}{G}

Sorcery

Destroy target artifact, enchantment, or creature with flying. If that permanent's mana value was 3 or less, 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

Champion of Lambholt {1}{G}{G}

Creature -- Human Warrior

Creatures with power less than this creature's power can't block creatures you control.
Whenever another creature you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contagious Vorrac {2}{G}

Creature -- Phyrexian Boar Beast

When this creature enters, look at the top four cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cosmic Hunger {1}{G}

Instant

Target creature you control deals damage equal to its power to another target creature, planeswalker, or battle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dolmen Gate {2}

Artifact

Prevent all combat damage that would be dealt to attacking creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskshell Crawler {1}{G}

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

0/3

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

Expand the Sphere {3}{G}

Sorcery

Look at the top six cards of your library. Put up to two land cards from among them onto the battlefield tapped and the rest on the bottom of your library in a random order. If you put fewer than two lands onto the battlefield this way, proliferate a number of times equal to the difference. (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

Fanatical Strength {1}{G}

Instant

Target creature gets +3/+3 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fang of Shigeki {G}

Enchantment Creature -- Snake Ninja

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flesh Burrower {1}{G}

Creature -- Insect

Deathtouch
Whenever this creature attacks, another target creature you control gains deathtouch until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - FreeForm (Chill Brawl IV) sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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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

Gift of the Viper (G)

Instant

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnarlwood Dryad (G)

Creature -- Dryad Horror

Deathtouch
Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gran Pulse Ochu (G)

Creature -- Plant Beast

Deathtouch
{8}: Until end of turn, this creature gets +1/+1 for each permanent card in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian Project (3)(G)

Enchantment

Whenever a nontoken creature you control enters, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales (G)

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Heir of the Wilds {1}{G}

Creature -- Human Warrior

Deathtouch
Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herd Heirloom {1}{G}

Artifact

{T}: Add one mana of any color. Spend this mana only to cast a creature spell.
{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heroic Intervention {1}{G}

Instant

Permanents you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hornet Nest {2}{G}

Creature -- Insect

Defender (This creature can't attack.)
Whenever this creature is dealt damage, create that many 1/1 green Insect creature tokens with flying and deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infectious Bite {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature you don't control. Each opponent gets a poison counter.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kappa Tech-Wrecker {1}{G}

Creature -- Turtle Ninja

Ninjutsu {1}{G}
This creature enters with a deathtouch counter on it.
Whenever this creature deals combat damage to a player, you may remove a deathtouch counter from it. When you do, exile target artifact or enchantment that player controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kenrith's Transformation {1}{G}

Enchantment -- Aura

Enchant creature
When this Aura enters, draw a card.
Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. (It loses all other card types and creature types.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massive Might {G}

Instant

Target creature gets +2/+2 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirkwood Spider {G}

Creature -- Spider

Deathtouch
Whenever this creature attacks, target legendary creature you control gains deathtouch until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightshade Dryad {1}{G}

Creature -- Dryad

Deathtouch
{T}: Add {C}.
{T}: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Assault {3}{G}{G}

Sorcery

Creatures you control get +2/+2 until end of turn. Whenever a creature blocks this turn, its controller gets a poison counter.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nykthos, Shrine to Nyx

Legendary Land

{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oakhame Adversary {3}{G}

Creature -- Elf Warrior

This spell costs {2} less to cast if an opponent controls a green permanent.
Deathtouch
Whenever this creature deals combat damage to a player, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - FreeForm (Chill Brawl IV) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Poison Dart Frog {1}{G}

Creature -- Frog

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

1/1

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

Questing Beast {2}{G}{G}

Legendary Creature -- Beast

Vigilance, deathtouch, haste
Questing Beast can't be blocked by creatures with power 2 or less.
Combat damage that would be dealt by creatures you control can't be prevented.
Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclamation Sage {2}{G}

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

2/1

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

Saryth, the Viper's Fang {2}{G}{G}

Legendary Creature -- Human Warlock

Other tapped creatures you control have deathtouch.
Other untapped creatures you control have hexproof.
{1}, {T}: Untap another target creature or land you control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serpent Specialist {G}

Creature -- Human Snake Villain

Deathtouch
Power-up -- {3}{G}: Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Staff of Compleation {3}

Artifact

{T}, Pay 1 life: Destroy target permanent you own.
{T}, Pay 2 life: Add one mana of any color.
{T}, Pay 3 life: Proliferate.
{T}, Pay 4 life: Draw a card.
{5}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swiftfoot Boots {2}

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo's Safekeeping {G}

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toski, Bearer of Secrets {3}{G}

Legendary Creature -- Squirrel

This spell can't be countered.
Indestructible
Toski attacks each combat if able.
Whenever a creature you control deals combat damage to a player, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribute to the World Tree {G}{G}{G}

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Triumph of the Hordes {2}{G}{G}

Sorcery

Until end of turn, creatures you control get +1/+1 and gain trample and infect. (Creatures with infect deal 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

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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Venom Connoisseur {1}{G}

Creature -- Human Druid

Alliance -- Whenever another creature you control enters, this creature gains deathtouch until end of turn. If this is the second time this ability has resolved this turn, all creatures you control gain deathtouch until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venomous Brutalizer {2}{G}{G}

Creature -- Phyrexian Knight

Toxic 3 (Players dealt combat damage by this creature also get three poison counters.)
When this creature enters, you may pay {1}{G}. If you do, 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

Virulent Emissary {G}

Creature -- Elf Assassin

Deathtouch
Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vivien, Champion of the Wilds {2}{G}

Legendary Planeswalker -- Vivien

You may cast creature spells as though they had flash.
[+1]: Until your next turn, up to one target creature gains reach and vigilance.
[-2]: Look at the top three cards of your library. Exile one face down and put the rest on the bottom of your library in any order. For as long as it remains exiled, you may cast it if it's a creature spell.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - FreeForm (Chill Brawl IV) sheet 13/13 - 4 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.