Acidic Slime {3}{G}{G}

Creature -- Ooze

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
When this creature enters, destroy target artifact, enchantment, or land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adaptive Sporesinger {2}{G}

Creature -- Phyrexian Druid

Vigilance
When this creature enters, choose one --
* Target creature gets +2/+2 and gains vigilance until end of turn.
* 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

Ambush Viper {1}{G}

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

Audacity {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)
When this Aura is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biosynthic Burst {1}{G}

Instant

Put a +1/+1 counter on target creature you control. It gains reach, trample, and indestructible until end of turn. Untap it. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bite Down {1}{G}

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

Bloom Hulk {3}{G}

Creature -- Plant Elemental

When this creature enters, 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

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Blooming Stinger {1}{G}

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 {1}{G}

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

Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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

Chocobo Kick {1}{G}

Sorcery

Kicker--Return a land you control to its owner's hand. (You may return a land you control to its owner's hand in addition to any other costs as you cast this spell.)
Target creature you control deals damage equal to its power to target creature an opponent controls. If this spell was kicked, the creature you control deals twice that much damage instead.

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

Devouring Tendrils {1}{G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. When the permanent you don't control dies this turn, you gain 2 life.

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Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

1/1

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

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

Gaea's Gift (1)(G)

Instant

Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It 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

Gate to Manorborn

Land -- Forest Gate

({T}: Add {G}.)
Gate to Manorborn enters the battlefield tapped.
{3}{G}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Hard-Hitting Question {G}

Sorcery

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

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

Hidden Nursery

Land -- Cave

This land enters tapped.
{T}: Add {G}.
{4}{G}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horrific Assault {G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.
{1}{G}: Level 2
Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.
{3}{G}: Level 3
At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ichorspit Basilisk {2}{G}

Creature -- Phyrexian Basilisk

Deathtouch
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/3

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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

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

Knockout Maneuver {2}{G}

Sorcery

Put a +1/+1 counter on target creature you control, then it deals damage equal to its power to target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Master's Rebuke {1}{G}

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

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

Moss Viper {G}

Creature -- Snake

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mutable Pupa {G}

Creature -- Insect

Evolve
Whenever another creature you control enters, this creature perpetually gains flying if that creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myr Convert {2}

Artifact Creature -- Phyrexian Myr

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
{T}, Pay 2 life: Add one mana of any color.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narnam Cobra {2}

Artifact Creature -- Snake

{G}: This creature gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narnam Renegade {G}

Creature -- Elf Warrior

Deathtouch
Revolt -- This creature enters with a +1/+1 counter on it if a permanent left the battlefield under your control this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Way {1}{G}

Sorcery

Target creature you control gains vigilance and trample until end of turn. It deals damage equal to its power to target creature you don't control.

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

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

Overprotect {1}{G}

Instant

Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyresis Roach {G}

Creature -- Phyrexian Insect

Toxic 1
Whenever Phyresis Roach deals combat damage to a player, Insects you control and Insect cards in your graveyard, hand, and library perpetually gain toxic 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Rabid Bite {1}{G}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ram Through {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruins Recluse {1}{G}

Creature -- Spider

Reach, deathtouch
{3}{G}: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Run Over {1}{G}

Instant

This spell costs {1} less to cast if it targets a Mount or Vehicle you control.
Target creature you control deals damage equal to its power to target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sedge Scorpion {G}

Creature -- Scorpion

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tajuru Blightblade {G}

Creature -- Elf Rogue

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornweald Archer {1}{G}

Creature -- Elf Archer

Reach (This creature can block creatures with flying.)
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxic Scorpion {1}{G}

Creature -- Scorpion

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Thicket

Land

This land enters tapped.
{T}: Add {G}.
Cycling {G} ({G}, Discard this card: Draw a card.)

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

Underdark Basilisk {1}{G}

Creature -- Basilisk

Deathtouch

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unnatural Restoration {1}{G}

Sorcery

Return target permanent card from your graveyard to your hand.
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

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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

Venomsac Lagac (1)(G)

Creature -- Lizard Mount

Deathtouch
Whenever this creature attacks while saddled, it gets +0/+3 until end of turn.
Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Viral Spawning (2)(G)

Sorcery

Create a 3/3 green Phyrexian Beast creature token with toxic 1. (Players dealt combat damage by it also get a poison counter.)
Corrupted -- As long as an opponent has three or more poison counters and this card is in your graveyard, it has flashback {2}{G}. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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