Blighted Agent 1U

Creature -- Phyrexian Human Rogue

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense G

Instant

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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Playtest cards - cobblywobbly - Vintage ($1K - Value Vintage - SCG CON Cincinnati - Saturd sheet 1/8 - 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.

Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embiggen (G)

Instant

Until end of turn, target non-Brushwagg creature gets +1/+1 for each supertype, card type, and subtype it has.

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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

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glistener Elf (G)

Creature -- Phyrexian Elf Warrior

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Glistener Elf {G}

Creature -- Phyrexian Elf Warrior

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ichorclaw Myr {2}

Artifact Creature -- Phyrexian Myr

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Whenever this creature becomes blocked, it gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ichorclaw Myr {2}

Artifact Creature -- Phyrexian Myr

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Whenever this creature becomes blocked, it gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invigorate {2}{G}

Instant

If you control a Forest, rather than pay this spell's mana cost, you may have an opponent gain 3 life.
Target creature gets +4/+4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - cobblywobbly - Vintage ($1K - Value Vintage - SCG CON Cincinnati - Saturd sheet 4/8 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix Charm {G}{U}

Instant

Choose one --
* Counter target spell unless its controller pays {2}.
* Destroy target enchantment.
* Target creature has base power and toughness 5/5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Counter target spell unless its controller pays {2}.
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Scale Up {G}

Sorcery

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - cobblywobbly - Vintage ($1K - Value Vintage - SCG CON Cincinnati - Saturd sheet 5/8 - 8 cards - 2.5 x 3.5 in each

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Scale Up (G)

Sorcery

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.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Identity (U)

Instant

Choose one --
* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.
* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Identity (U)

Instant

Choose one --
* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slip Through Space (U)

Sorcery

Devoid (This card has no color.)
Target creature can't be blocked this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - cobblywobbly - Vintage ($1K - Value Vintage - SCG CON Cincinnati - Saturd sheet 6/8 - 8 cards - 2.5 x 3.5 in each

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Sorcery

Devoid (This card has no color.)
Target creature can't be blocked this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

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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Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G} or {U}. This land deals 1 damage to you.

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