Arcane Proxy 7

Artifact Creature -- Wizard

Prototype {1}{U}{U} -- 2/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)
When this creature enters, if you cast it, exile target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard. Copy that card. You may cast the copy without paying its mana cost.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bilious Skulldweller B

Creature -- Phyrexian Insect

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bilious Skulldweller B

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

1/1

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - blasebui - Standard (Standard Challenge 32) sheet 1/10 - 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.

Concealed Courtyard

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - blasebui - Standard (Standard Challenge 32) sheet 2/10 - 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.

Cut Down {B}

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

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

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{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Ichor {1}{B}

Sorcery

Target creature gets -4/-4 until end of turn. 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

Playtest cards - blasebui - Standard (Standard Challenge 32) sheet 3/10 - 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.

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Sorcery

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Target creature gets -4/-4 until end of turn. 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

Experimental Augury {1}{U}

Instant

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jawbone Duelist {1}{W}

Creature -- Phyrexian Soldier

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

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color. Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - blasebui - Standard (Standard Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Snare {1}{U}

Instant

Return target nonland permanent to its owner's hand. If that permanent had mana value 3 or less, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shipwreck Marsh

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv, Defector Mite {W}

Legendary Artifact Creature -- Phyrexian Mite

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skrelv's Hive {1}{W}

Enchantment

At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."
Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - blasebui - Standard (Standard Challenge 32) sheet 7/10 - 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.

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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

Anoint with Affliction {1}{B}

Instant

Exile target creature if it has mana value 3 or less.
Corrupted -- Exile that creature instead if its controller has three or more poison counters.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bring the Ending {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Corrupted -- Counter that spell instead if its controller has three or more poison counters.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Corrupted -- Counter that spell instead if its controller has three or more poison counters.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down {B}

Instant

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil {1}{W}

Instant

Choose one --
* Destroy target creature with toughness 4 or greater.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Control {W}{B}

Sorcery

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Control {W}{B}

Sorcery

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shrouded Shepherd 1W

Creature -- Spirit Warrior

When this creature enters, target creature you control gets +2/+2 until end of turn.

[sideboard]

2/2

- - - ADVENTURE - - -

Cleave Shadows 1B

Sorcery -- Adventure

Creatures your opponents control get -1/-1 until end of turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - blasebui - Standard (Standard Challenge 32) sheet 10/10 - 3 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.