

Benalish Missionary

W

Creature -- Human Cleric

{1}{W}, {T}: Prevent all combat damage that would be dealt by target blocked creature this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blastoderm

2 G G

Creature -- Beast

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

5/5

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Breath of Life

③ ④ W

Sorcery

Return target creature card from
your graveyard to the battlefield.

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Circle of Protection: Blue (1)(W)

① ② W

Enchantment

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{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
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Circle of Protection: Red (1)(W)

①②

Enchantment

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{1}: The next time a red source of
your choice would deal damage to you
this turn, prevent that damage.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossbow Infantry

①②

Creature -- Human Soldier Archer

{T}: This creature deals 1 damage to target attacking or blocking creature.

1/1

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Deepwood Wolverine

G

Creature -- Wolverine

Whenever this creature becomes blocked, it gets +2/+0 until end of turn.

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1/1

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Disenchant 1 W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Berserker G Creature -- Elf Berserker Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. 1/1 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 PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant GrowthG Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Giant GrowthG Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant GrowthG Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant GrowthG Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin LegionnaireRW Creature -- Goblin Soldier {R}, Sacrifice this creature: It deals 2 damage to any target. {W}, Sacrifice this creature: Prevent the next 2 damage that would be dealt to any target this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② G

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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Enchant creature
Enchanted creature gets +1/+5.
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W

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Enchant creature
Whenever enchanted creature becomes
tapped, this Aura deals 2 damage to
that creature's controller.

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④⑤

Lava Axe deals 5 damage to target player or planeswalker.

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④⑤

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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pacifism Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Regeneration 1G Enchantment -- Aura Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) {G}: Regenerate enchanted creature. (The next time that creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhystic Shield 1W Instant Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shackles 2W Enchantment -- Aura Enchant creature Enchanted creature doesn't untap during its controller's untap step. {W}: Return this Aura to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyshroud Falcon 1W Creature -- Bird Flying, vigilance 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spore Frog 6 Creature -- Frog Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spore Frog 6 Creature -- Frog Sacrifice this creature: Prevent all combat damage that would be dealt this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornscape Apprentice 6 Creature -- Human Wizard {R}, {T}: Target creature gains first strike until end of turn. {W}, {T}: Tap target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornscape Apprentice 6 Creature -- Human Wizard {R}, {T}: Target creature gains first strike until end of turn. {W}, {T}: Tap target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thornscape Familiar 16 Creature -- Insect Red spells and white spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thresher Beast 366 Creature -- Beast Whenever this creature becomes blocked, defending player sacrifices a land of their choice. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thresher Beast 366 Creature -- Beast Whenever this creature becomes blocked, defending player sacrifices a land of their choice. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquility 26 Sorcery Destroy all enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Venerable Monk

2W

Creature -- Human Monk Cleric

When this creature enters, you gain 2 life.

2/2

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Vine Trellis

1G

Creature -- Plant Wall

Defender (This creature can't attack.)
{T}: Add {G}.

0/4

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Volcanic Hammer

1R

Sorcery

Volcanic Hammer deals 3 damage to any target.

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