

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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giver of Runes W Creature -- Kor Cleric {T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

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1/2

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Ⓒ

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

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Target creature gets +2/+2 until end of turn.
Landfall -- If you had a land enter the battlefield under your control this turn, that creature gets +4/+4 until end of turn instead.

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Groundswell

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Instant

Target creature gets +2/+2 until end of turn.

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Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.
 {1}, {T}, Sacrifice this land: Draw
 a card.

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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

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```
{T}: Add {C}.
{1}: This land becomes a 1/1
Phyrexian Blinkmoth artifact
creature with flying and infect
until end of turn. It's still a
land. (It deals damage to creatures
in the form of -1/-1 counters and to
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```

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Ⓒ

Target creature gets +2/+2 until end of turn. If you cast this spell during your main phase, that creature gets +4/+4 until end of turn instead.

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Ⓒ

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

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{T}: Add {G}, {W}, or {U}.

0/1

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W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Pendelhaven

Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2
until end of turn.

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Rancor

Enchantment - - Aura

Enchant creature
Enchanted creature gets +2/+0 and
has trample.
When this Aura is put into a
graveyard from the battlefield,
return it to its owner's hand.

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Razorverge Thicket

Land

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

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Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Scale Up  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.")	Scale Up  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.")	Scale Up  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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Vines of Vastwood Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vines of Vastwood Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vines of Vastwood Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vines of Vastwood Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Vigor Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kor Firewalker Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kor Firewalker W W Creature -- Kor Soldier Protection from red Whenever a player casts a red spell, you may gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lurrus of the Dream-Den 1 W/B W/B Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite 2 Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite 2 Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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