Bloombrute (2)(G)(W)

Creature -- Plant Elemental

Whenever you gain life, draw a card. This ability triggers only once each turn.
{4}{G}{W}: Target creature gains trample and lifelink until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossom-Blessed Angel (3)(W)

Creature -- Angel Cleric

Flying, vigilance
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

2/4

- - - OTHER FACE - - -

Seed Suture (G/W)

Sorcery

Put a +1/+1 counter on target creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fblthp, Knows the Way (X)(G)(G)

Legendary Creature -- Homunculus Scout

Domain -- Fblthp's power is equal to the number of basic land types among lands you control.
When Fblthp enters, search your library for up to X basic land cards with different names, reveal them, put them into your hand, then shuffle.

***/2**

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - trachy, trachy - FreeForm (Curiosity MTG: Reality Fracture Week 4) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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Garruk, Curse Breaker {3}{G}{G}

Legendary Planeswalker -- Garruk

Whenever a creature you control with power 4 or greater enters, draw a card.
[+2]: Untap up to two target lands.
[-3]: Create a 4/4 green Beast creature token with trample.
[-4]: Until your next turn, whenever one or more creatures attack one of your opponents, those creatures get +2/+2 and gain trample until end of turn.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenhouse Propagator {2}{G}

Creature -- Cat Druid

Whenever another creature you control enters, you gain 1 life.
{T}: Add {G}.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kwia Vigorbloom {3}{G}{W}{W}

Legendary Creature -- Elder Sphinx

Flying, vigilance, lifelink, ward {2}
Whenever you gain life, create a colorless artifact token named Lotus with "{T}, Sacrifice this token: Add three mana of any one color." This ability triggers only once each turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lyra, Archangel of Dawn 2W

Legendary Creature -- Angel Knight

Flying
Whenever you gain life, put a +1/+1 counter on each Angel you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Medic's Kitesail 2

Artifact -- Equipment

Equipped creature gets +1/+0 and has flying and "Whenever this creature attacks, you gain 1 life."
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Precision {1}{W}

Sorcery

Choose one --
* Destroy target creature with toughness 4 or greater. You gain 1 life.
* You draw a card and gain 2 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unflinching Hortimancer {1}{W}

Creature -- Human Cleric

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Whenever you gain life, put a +1/+1 counter on this creature.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vigorbloom Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vigorbloom Charm {G}{W}

Instant

Choose one --
* Target permanent you control gains hexproof and indestructible until end of turn.
* You draw a card and gain 3 life.
* Put a +1/+1 counter on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* You draw a card and gain 3 life.
* Put a +1/+1 counter on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vigorbloom Vanguard {1}{G/W}

Creature -- Troll Druid

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Each creature you control with a +1/+1 counter on it has vigilance.

2/2

- - - OTHER FACE - - -

Seed Suture {G/W}

Sorcery

Put a +1/+1 counter on target creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vigorbloom Vanguard {1}{G/W}

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This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Each creature you control with a +1/+1 counter on it has vigilance.

2/2

- - - OTHER FACE - - -

Seed Suture {G/W}

Sorcery

Put a +1/+1 counter on target creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Your Fate Ends Here {2}{W}

Instant

Destroy target creature or planeswalker with mana value 3 or greater. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Compel Brutality {1}{G}

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls.
* Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Trap {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

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[sideboard]

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Refute Destiny {1}{W}

Sorcery

Exile target creature or planeswalker that's green or blue. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sureshot Sower {1}{G}

Creature -- Human Archer

Reach
{3}{G}, Discard this card: Destroy target creature with flying.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{3}{G}, Discard this card: Destroy target creature with flying.

[sideboard]

3/1

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