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

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4/4

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

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

Emergency Phytomedic — {G/W}

Creature -- Dryad Cleric

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

1/1

- - - OTHER FACE - - -

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

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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

Hexhaven Dueling Arena

Land

{T}: Add {C}.
{2}, {T}: Target creature that attacked this turn becomes prepared. Activate only as a sorcery. (Only creatures with prepare spells can become prepared.)
{4}, {T}: Target creature becomes prepared.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koth of the Homestead (2)(W)

Legendary Creature -- Human Citizen

Landfall -- Whenever a land you control enters, you gain 1 life.
Whenever a Plains you control enters, put a +1/+1 counter on target creature.

2/3

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2/3

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.)

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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.

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prophesied End {1}{W}

Instant

Destroy target creature. If it wasn't attacking, its controller draws a card.

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Destroy target creature. If it wasn't attacking, its controller draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restore with Empathy {2}{G}

Instant

Return target permanent card from your graveyard to your hand. You gain 4 life.

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Something Worth Saving {1}{G}

Instant

Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)

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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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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}.

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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.)

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Budding Insurgent {2}{G}

Creature -- Dryad Scout

Vigilance
Sacrifice this creature: Destroy target artifact or enchantment. If that permanent was a legendary enchantment, draw a card. Activate only as a sorcery.

[sideboard]

3/3

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Flourishing Grapple (G)

Instant

Target creature or planeswalker an opponent controls that's red or white loses all abilities until end of turn. Target creature you control deals damage equal to its power to that permanent.

[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]

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Thalia, the Survivor {3}{W}

Legendary Creature -- Human Soldier

Lifelink
Noncreature spells your opponents cast cost {1} more to cast.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Soldier

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[sideboard]

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Vigorbloom Charm {G}{W}

Instant

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