

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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Charge Through

Ⓒ

Instant

Target creature gains trample until
end of turn.
Draw a card.

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Charge Through

Ⓒ

Instant

Target creature gains trample until
end of turn.
Draw a card.

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G

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Target creature gains trample until
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Draw a card.

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Chord of Calling

X G G G

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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Delney, Streetwise Lookout

②③

Legendary Creature -- Human Scout

Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.

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2/2

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

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G

$$\{T\}: \text{Add } \{G\}.$$

1/1

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Ⓒ

$$\{T\}: \text{Add } \{G\}.$$

1/1

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① W W

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

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W

Choose one or both --

- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
- * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Choose one or both --

- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
- * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{G\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gods Willing (W) Instant Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.) Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illuminator Virtuoso (1)(W) Creature -- Human Rogue Double strike Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illuminator Virtuoso (1)(W) Creature -- Human Rogue Double strike Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leonin Lightscribe (1)(W) Creature -- Cat Cleric Magecraft -- Whenever you cast or copy an instant or sorcery spell, creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Lightscribe (1)(W) Creature -- Cat Cleric Magecraft -- Whenever you cast or copy an instant or sorcery spell, creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}. This land enters tapped. When this land enters, 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	March of Burgeoning Life (X)(G) Instant As an additional cost to cast this spell, you may exile any number of green cards from your hand. This spell costs {2} less to cast for each card exiled this way. Choose target creature with mana value less than X. Search your library for a creature card with the same name as that creature, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Burgeoning Life (X)(G) Instant As an additional cost to cast this spell, you may exile any number of green cards from your hand. This spell costs {2} less to cast for each card exiled this way. Choose target creature with mana value less than X. Search your library for a creature card with the same name as that creature, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Burgeoning Life (X)(G) Instant As an additional cost to cast this spell, you may exile any number of green cards from your hand. This spell costs {2} less to cast for each card exiled this way. Choose target creature with mana value less than X. Search your library for a creature card with the same name as that creature, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Season of Growth ①⑥ Enchantment Whenever a creature you control enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) Whenever you cast a spell that targets a creature you control, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Growth ①⑥ Enchantment Whenever a creature you control enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) Whenever you cast a spell that targets a creature you control, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo's Safekeeping ⑥ Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unwanted Remake Instant Destroy target creature. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

Destroy target creature. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)

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Ⓒ

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever a creature you control becomes the target of a spell, target opponent gets a poison counter.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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GW

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

2/2

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Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

2/2

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Voice of Resurgence (G)(W) Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Resurgence (G)(W) Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warriors' Lesson (G) Instant Until end of turn, up to two target creatures you control each gain "Whenever this creature deals combat damage to a player, draw a card." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warriors' Lesson (G) Instant Until end of turn, up to two target creatures you control each gain "Whenever this creature deals combat damage to a player, draw a card." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brutal Cathar (2)(W) Creature -- Human Soldier Werewolf Whenever this creature enters or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 ----- BACK FACE ----- Moonrage Brute Creature -- Werewolf First strike Ward--Pay 3 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Containment Priest (1)(W) Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest 1 W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith 1 W W Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
March of Otherworldly Light X W Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moon-Blessed Cleric 2 W Creature -- Human Elf Cleric Divine Intervention -- When this creature enters, you may search your library for an enchantment card, reveal it, then shuffle and put that card on top. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Silverfur Partisan 2 G Creature -- Wolf Warrior Trample Whenever a Wolf or Werewolf you control becomes the target of an instant or sorcery spell, create a 2/2 green Wolf creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverfur Partisan 26 Creature -- Wolf Warrior Trample Whenever a Wolf or Werewolf you control becomes the target of an instant or sorcery spell, create a 2/2 green Wolf creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Heretic Cathar 2W Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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