

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Branchloft Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calix, Guided by Fate 1GW Legendary Enchantment Creature -- Human Druid Constellation -- Whenever Calix or another enchantment you control enters, put a +1/+1 counter on target creature. Whenever Calix or an enchanted creature you control deals combat damage to a player, you may create a token that's a copy of a nonlegendary enchantment you control. Do this only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/2

Calix, Guided by Fate ①⑥⑦ Legendary Enchantment Creature -- Human Druid Constellation -- Whenever Calix or another enchantment you control enters, put a +1/+1 counter on target creature. Whenever Calix or an enchanted creature you control deals combat damage to a player, you may create a token that's a copy of a nonlegendary enchantment you control. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calix, Guided by Fate ①⑥⑦ Legendary Enchantment Creature -- Human Druid Constellation -- Whenever Calix or another enchantment you control enters, put a +1/+1 counter on target creature. Whenever Calix or an enchanted creature you control deals combat damage to a player, you may create a token that's a copy of a nonlegendary enchantment you control. Do this only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Generous Visitor ⑥ Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Visitor ⑥ Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Visitor ⑥ Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Visitor ⑥ Creature -- Spirit Whenever you cast an enchantment spell, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Lifelink
Enchantment spells you cast cost {1}
less to cast.

2/2

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G W

Lifelink
Enchantment spells you cast cost {1}
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

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W

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1/1

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1/1

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Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {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
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W

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Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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
Unflinching Courage 1GW Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unflinching Courage 1GW Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth's Lair Enchantment Land Hexproof This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth's Lair Enchantment Land Hexproof This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valgavoth's Lair Enchantment Land Hexproof This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color.	Valgavoth's Lair Enchantment Land Hexproof This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color.	Weaver of Harmony ①⑥ Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.)	Weaver of Harmony ①⑥ Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.)
2/2	2/2	2/2	2/2
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Weaver of Harmony ①⑥ Enchantment Creature -- Snake Druid Other enchantment creatures you control get +1/+1. {G}, {T}: Copy target activated or triggered ability you control from an enchantment source. You may choose new targets for the copy. (Mana abilities can't be targeted.)	Deafening Silence ①W Enchantment Each player can't cast more than one noncreature spell each turn.	Deafening Silence ①W Enchantment Each player can't cast more than one noncreature spell each turn.	Declaration in Stone ①W Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.
2/2			
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Declaration in Stone 1W Sorcery Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destiny Spinner 1G Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destiny Spinner 1G Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jegantha, the Wellspring 4R/G Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rest in Peace

1W

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]

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Rest in Peace

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