## 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

## Burrenton Forge-Tender (W)

Creature -- Kithkin Wizard

Protection from red
Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn.

**1/1**

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## Colossus Hammer (1)

Artifact -- Equipment

Equipped creature gets +10/+10 and loses flying.
Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)

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## Esper Sentinel (W)

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

**1/1**

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**1/1**

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## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Forge Anew {2}{W}

Enchantment

When this enchantment enters, return target Equipment card from your graveyard to the battlefield.
During your turn, you may activate equip abilities any time you could cast an instant.
You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns.

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## Gingerbrute {1}

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)
{1}: This creature can't be blocked this turn except by creatures with haste.
{2}, {T}, Sacrifice this creature: You gain 3 life.

**1/1**

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## Haywire Mite (1)

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

**1/1**

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**1/1**

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## Inkmoth Nexus

Land

{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 players in the form of poison counters.)

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## Kaldra Compleat (7)

Legendary Artifact -- Equipment

Living weapon
Indestructible
Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."
Equip {7}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ornithopter (0)

Artifact Creature -- Thopter

Flying

**0/2**

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**0/2**

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Flying

**0/2**

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## Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Puresteel Paladin {W}{W}

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

**2/2**

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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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## Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sigarda's Aid {W}

Enchantment

You may cast Aura and Equipment spells as though they had flash.
Whenever an Equipment you control enters, you may attach it to target creature you control.

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## Springleaf Drum {1}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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## Stoneforge Mystic {1}{W}

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.
{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

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## Surge of Salvation {W}

Instant

You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

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## Surge of Salvation (W)

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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.

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({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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## Windswept Heath

Land

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## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

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Artifact

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## Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

[sideboard]

3/4

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**Melira, Sylvok Outcast** (1)(G)

Legendary Creature -- Human Scout

You can't get poison counters.
Creatures you control can't have -1/-1 counters put on them.
Creatures your opponents control lose infect.

[sideboard]

**2/2**

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[sideboard]

**2/2**

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**Nature's Claim** (G)

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

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Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

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**Pick Your Poison** (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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**Pick Your Poison** (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
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[sideboard]

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**Prismatic Ending** (X)(W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sideboard]

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## Reprieve {1}{W}

Instant

Return target spell to its owner's hand.
Draw a card.

[sideboard]

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Instant

Return target spell to its owner's hand.
Draw a card.

[sideboard]

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## Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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