## Axebane Guardian {2}{G}

Creature -- Human Druid

Defender
{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Beastrider Vanguard {1}{G}

Creature -- Human Knight

{4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drift of Phantasms {2}{U}

Creature -- Spirit

Defender (This creature can't attack.)
Flying
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

**0/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**0/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - PrimeTime32 - Walls Combo (Paupergeddon Summer 2026 Main Event)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

**0/5**

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

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({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Freed from the Real (2)(U)

Enchantment -- Aura

Enchant creature
{U}: Tap enchanted creature.
{U}: Untap enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Galvanic Alchemist (2)(U)

Creature -- Human Wizard

Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.)
As long as this creature is paired with another creature, each of those creatures has "{2}{U}: Untap this creature."

**1/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
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**5/7**

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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Generous Ent {5}{G}

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gingerbread Cabin

Land -- Forest

({T}: Add {G}.)
This land enters tapped unless you control three or more other Forests. When this land enters untapped, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

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## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lead the Stampede {2}{G}

Sorcery

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

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Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orochi Leafcaller (G)

Creature -- Snake Shaman

{G}: Add one mana of any color.

**1/1**

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{G}: Add one mana of any color.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrown Battlement (1)(G)

Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

**0/4**

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{T}: Add {G} for each creature you control with defender.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quirion Ranger (G)

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PrimeTime32 - Walls Combo (Paupergeddon Summer 2026 Main Event)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

**1/1**

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## Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reaping the Graves {2}{B}

Instant

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Saruli Caretaker {G}

Creature -- Dryad

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

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Saruli Caretaker {G}

Creature -- Dryad

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

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Saruli Caretaker {G}

Creature -- Dryad

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

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Saruli Caretaker {G}

Creature -- Dryad

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

**0/3**

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## Secret Door (U)

Artifact Creature -- Wall

Defender
{4}{U}: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.)

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shield-Wall Sentinel (4)

Artifact Creature -- Golem

Defender
When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shield-Wall Sentinel (4)

Artifact Creature -- Golem

Defender
When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shield-Wall Sentinel (4)

Artifact Creature -- Golem

Defender
When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tangled Islet

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tinder Wall (G)

Creature -- Plant Wall

Defender (This creature can't attack.)
Sacrifice this creature: Add {R}{R}.
{R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tuktuk Rubblefort (2)(R)

Creature -- Wall

Defender, reach
Creatures you control have haste.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Valakut Invoker (2)(R)

Creature -- Human Shaman

{8}: This creature deals 3 damage to any target.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PrimeTime32 - Walls Combo (Paupergeddon Summer 2026 Main Event)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Wall of Roots {1}{G}

Creature -- Plant Wall

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

**0/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Avenging Hunter {4}{G}

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

[sideboard]

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PrimeTime32 - Walls Combo (Paupergeddon Summer 2026 Main Event)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Masked Vandal (1)(G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/3

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Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scattershot Archer (G)

Creature -- Elf Archer

{T}: This creature deals 1 damage to each creature with flying.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tamiyo's Safekeeping (G)

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

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## Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PrimeTime32 - Walls Combo (Paupergeddon Summer 2026 Main Event)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.