

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	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	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	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
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	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	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

Drift of Phantasms 2U 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 PLAYbotbox.dev	Drift of Phantasms 2U 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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Freed from the Real (2)(U)

Enchantment - - Aura

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

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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

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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}, {1}, 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

Generous Ent (5)(6) 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	Generous Ent (5)(6) 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	Generous Ent (5)(6) 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	Lead the Stampede (2)(6) 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lead the Stampede (2)(6) 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	Lead the Stampede (2)(6) 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	Lead the Stampede (2)(6) 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	Llanowar Elves (6) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{G}: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

G

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 Ⓞ 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 Ⓞ 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 Ⓑ 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 Ⓞ 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 Ⓞ 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 Ⓞ 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 Ⓞ 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	Secret Door Ⓤ 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 Sentinel4 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 PLAYbotbox.dev	Shield-Wall Sentinel4 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 PLAYbotbox.dev	Shield-Wall Sentinel4 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 PLAYbotbox.dev	Tinder Wall6 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 PLAYbotbox.dev
Tuktuk Rubblefort2R Creature -- Wall Defender, reach Creatures you control have haste. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valakut Invoker2R Creature -- Human Shaman {8}: This creature deals 3 damage to any target. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Roots1G 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 PLAYbotbox.dev	Wall of Roots1G 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 PLAYbotbox.dev

① ② G

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

① ⑥

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

① ⑥

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

① ⑥

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

① B B

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

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

[sidebar]

2/2

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

Masked Vandal ①⑥ 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	Masked Vandal ①⑥ 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	Mirrorshell Crab ⑤④④ Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa ②⑥ Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pulse of Murasa ②⑥ Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scattershot Archer ⑥ 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	Scattershot Archer ⑥ 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 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo's Safekeeping 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]	Tamiyo's Safekeeping 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]	Your Temple Is Under Attack Instant Choose one -- * Pray for Protection -- Creatures you control gain indestructible until end of turn. * Strike a Deal -- You and target opponent each draw two cards. [sideboard]	
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