

Axebane Guardian26 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 PLAYbotbox.dev	Axebane Guardian26 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 PLAYbotbox.dev	Axebane Guardian26 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 PLAYbotbox.dev	Axebane Guardian26 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 PLAYbotbox.dev
Beastrider Vanguard16 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 PLAYbotbox.dev	Drift of Phantasms2U 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 Phantasms2U 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 Phantasms2U 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

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Forest

Basic Land -- Forest

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

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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	5G
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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 ⑤⑥ 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 PLAYbotbox.dev	Generous Ent ⑤⑥ 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 PLAYbotbox.dev	Generous Ent ⑤⑥ 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 PLAYbotbox.dev	Lead the Stampede ②⑥ 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 PLAYbotbox.dev
Lead the Stampede ②⑥ 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 PLAYbotbox.dev	Lead the Stampede ②⑥ 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 PLAYbotbox.dev	Lead the Stampede ②⑥ 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 PLAYbotbox.dev	Orochi Leafcaller ⑥ Creature -- Snake Shaman {G}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

{G}: Add one mana of any color.

1/1

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

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Ⓒ

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	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 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall ⑥ 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
Tinder Wall ⑥ 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 ②①① Creature -- Wall Defender, reach Creatures you control have haste. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Invoker ②①① Creature -- Human Shaman {8}: This creature deals 3 damage to any target. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots ①⑥ 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

Wall of Roots 1 6 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	Winding Way 1 6 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 PLAYbotbox.dev	Winding Way 1 6 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 PLAYbotbox.dev	Winding Way 1 6 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 PLAYbotbox.dev
Winding Way 1 6 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 PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

 Bramble Wurm 66 Creature -- Wurm Reach, trample When this creature enters, you gain 5 life. {2}{G}, Exile this card from your graveyard: You gain 5 life. [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	 Bramble Wurm 66 Creature -- Wurm Reach, trample When this creature enters, you gain 5 life. {2}{G}, Exile this card from your graveyard: You gain 5 life. [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	 Gorilla Shaman R Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	 Gorilla Shaman R Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	 Moment's Peace 16 Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	 Moment's Peace 16 Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spidersilk Armor ②⑥ Enchantment Creatures you control get +0/+1 and have reach. (They can block creatures with flying.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spidersilk Armor ②⑥ Enchantment Creatures you control get +0/+1 and have reach. (They can block creatures with flying.) [sideboard] 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.) [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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