

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
Crashing Drawbridge (2) Artifact Creature -- Wall Defender {T}: Creatures you control gain haste until end of turn. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireball (X)(R) Sorcery This spell costs {1} more to cast for each target beyond the first. Fireball deals X damage divided evenly, rounded down, among any number of targets. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireball (X)(R) Sorcery This spell costs {1} more to cast for each target beyond the first. Fireball deals X damage divided evenly, rounded down, among any number of targets. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireball (X)(R) Sorcery This spell costs {1} more to cast for each target beyond the first. Fireball deals X damage divided evenly, rounded down, among any number of targets. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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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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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lignify ①⑥ Kindred Enchantment -- Treefolk Aura Enchant creature Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lignify ①⑥ Kindred Enchantment -- Treefolk Aura Enchant creature Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Oliphaunt 5 R Creature -- Elephant Trample Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn. Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.) 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oliphaunt 5 R Creature -- Elephant Trample Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn. Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.) 6/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Battlement 1 G Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Battlement 1 G Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G

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

1/1

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

1/1

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①

Defender
Whenever this creature blocks, put a
-0/-1 counter on it.

0/6

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Whenever this creature blocks, put a
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0/6

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Whenever this creature blocks, put a
-0/-1 counter on it.

0/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

Defender
Whenever this creature blocks, put a
-0/-1 counter on it.

0/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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

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④

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

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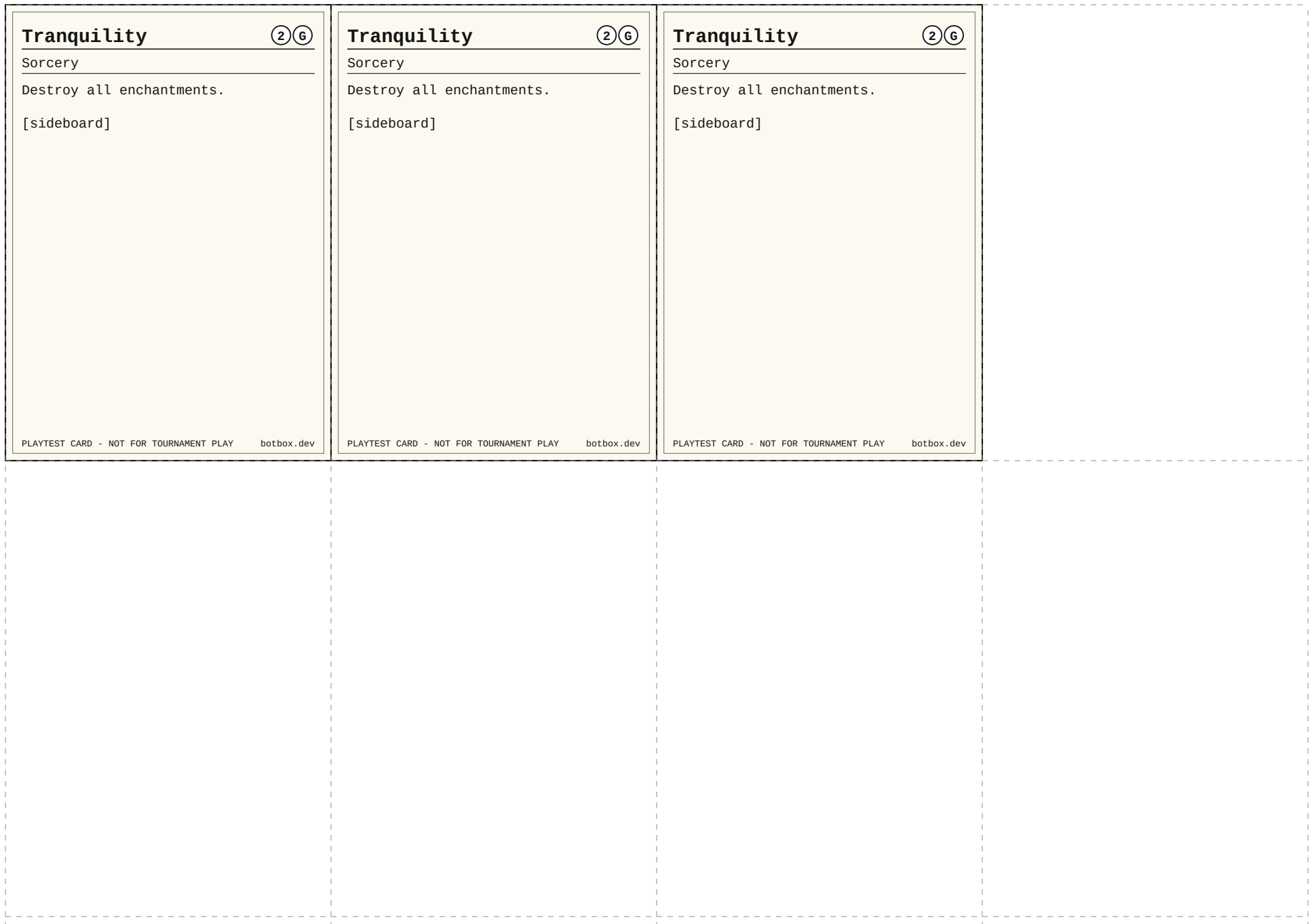
sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAYbotbox.dev	Vent Sentinel 3R Creature -- Elemental Defender {1}{R}, {T}: This creature deals damage to target player or planeswalker equal to the number of creatures you control with defender. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vent Sentinel 3R Creature -- Elemental Defender {1}{R}, {T}: This creature deals damage to target player or planeswalker equal to the number of creatures you control with defender. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vent Sentinel 3R Creature -- Elemental Defender {1}{R}, {T}: This creature deals damage to target player or planeswalker equal to the number of creatures you control with defender. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wall of Tanglecord 2 Artifact Creature -- Wall Defender {G}: This creature gains reach until end of turn. (It can block creatures with flying.) 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Tanglecord 2 Artifact Creature -- Wall Defender {G}: This creature gains reach until end of turn. (It can block creatures with flying.) 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Ridgeline Land -- Mountain Forest (T): Add R or G.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Ridgeline Land -- Mountain Forest (T): Add R or G.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wooded Ridgeline Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn's Resolve1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn's Resolve1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn's Resolve1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
ElectrickeryR Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ElectrickeryR Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ElectrickeryR Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	End the FestivitiesR Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Return to Nature ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to Nature ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smash to Smithereens ①④ Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smash to Smithereens ①④ Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tormod's Crypt ⑧ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt ⑧ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt ⑧ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquility ②⑥ Sorcery Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev



Playtest cards - Zampakto - Pauper (Pauper League Season 4)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each