## Avacyn's Pilgrim {G}

Creature -- Human Monk

{T}: Add {W}.

**1/1**

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**

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**0/3**

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## 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

## 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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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


**Playtest cards - Terminus0 - Pauper (Pauper Challenge 32)** 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.

## 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


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

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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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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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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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({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Forest**

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



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.

## 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

## Jaspera Sentinel {G}

Creature -- Elf Rogue

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

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jaspera Sentinel {G}

Creature -- Elf Rogue

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

**1/2**

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Terminus0 - Pauper (Pauper Challenge 32)** sheet 4/10 - 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.

## Orochi Leafcaller {G}

Creature -- Snake Shaman

{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**

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**

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**

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**

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


## 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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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 - Terminus0 - Pauper (Pauper Challenge 32)** 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

## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

**Playtest cards - Terminus0 - Pauper (Pauper Challenge 32)** sheet 6/10 - 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.

## 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

## Third Path Savant {2}{U}

Creature -- Human Wizard

{7}: Draw two cards.

**2/3**

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

## 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

## 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



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.

## 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


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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

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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


## Mirrorshell Crab {5}{U}{U}

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


## Mirrorshell Crab {5}{U}{U}

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}.)
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[sideboard]

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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


## 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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Terminus0 - Pauper (Pauper Challenge 32)** sheet 8/10 - 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.

## Return to Nature {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile target card from a graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Return to Nature {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile target card from a graveyard.

[sideboard]

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

## 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

## 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

## Sprout Swarm {1}{G}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Create a 1/1 green Saproling creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Create a 1/1 green Saproling creature token.

[sideboard]

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



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.

## Tamiyo's Safekeeping (G)

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

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


**Playtest cards - Terminus0 - Pauper (Pauper Challenge 32)** 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.