

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
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 (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

Playtest cards - Rhuancmx - Pauper (Pauper League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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

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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

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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.)

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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 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 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.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaspera Sentinel 6 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 6 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 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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

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 G

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

②⑥

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

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

sheet 5/10 - 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.

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

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

2 B

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

G

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Secret Door U Artifact Creature -- Wall <hr/> Defender {4}{U}: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.) <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Shield-Wall Sentinel 4 Artifact Creature -- Golem <hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Shield-Wall Sentinel 4 Artifact Creature -- Golem <hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Shield-Wall Sentinel 4 Artifact Creature -- Golem <hr/> 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. <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Tuktuk Rubblefort 2R Creature -- Wall <hr/> Defender, reach Creatures you control have haste. <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Valakut Invoker 2R Creature -- Human Shaman <hr/> {8}: This creature deals 3 damage to any target. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Vivien's Grizzly 2G Creature -- Bear Spirit <hr/> {3}{G}: Look at the top card of your library. If it's a creature or planeswalker card, you may reveal it and put it into your hand. If you don't put the card into your hand, put it on the bottom of your library. <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Wall of Roots 1G Creature -- Plant Wall <hr/> Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Rhuancmx - Pauper (Pauper League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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 ②

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 ②

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.

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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

®

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{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
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[sidebar]
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

When this creature enters, you gain 3 life.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, you gain 3 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 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.

<div><div>Mirrorshell Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Artifact Creature -- Crab</div> <div>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}.</div> <div>[sideboard]</div> <div><div>5/7</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mirrorshell Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Artifact Creature -- Crab</div> <div>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}.</div> <div>[sideboard]</div> <div><div>5/7</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Pulse of Murasa</div><div><div>2</div><div>G</div></div></div> <div>Instant</div> <div>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Return to Nature</div><div><div>1</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Return to Nature</div><div><div>1</div><div>G</div></div></div> <div>Instant</div> <div>Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Safe Passage</div><div><div>2</div><div>W</div></div></div> <div>Instant</div> <div>Prevent all damage that would be dealt to you and creatures you control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Safe Passage</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div>Prevent all damage that would be dealt to you and creatures you control this turn.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Scattershot Archer</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Archer</div> <div>{T}: This creature deals 1 damage to each creature with flying.</div> <div>[sideboard]</div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Scattershot Archer</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Archer</div> <div>{T}: This creature deals 1 damage to each creature with flying.</div> <div>[sideboard]</div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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