

Axebane Guardian ②⑥ 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 ②⑥ 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 ②⑥ 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 ②⑥ 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	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 ②④ 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 ②④ 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 - writerofwrongs - Pauper (Pauper League)

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

<div><div>Drift of Phantasms</div><div>2U</div></div> <div><div>Creature -- Spirit</div><div>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.)</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drift of Phantasms</div><div>2U</div></div> <div><div>Creature -- Spirit</div><div>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.)</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div></div> <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> <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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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." <div>1/4</div> 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. <div>1/2</div> 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. <div>1/2</div> 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. <div>1/1</div> 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	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	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	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

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

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 ②

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

0/4

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This land enters tapped.
 {T}: Add {G} or {U}.
 {4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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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

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

Ⓒ

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

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

U

Defender
{4}{U}: Venture into the dungeon.
Activate only as a sorcery. (Enter
the first room or advance to the
next room.)

0/4

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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

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. <div>1/3</div> 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. <div>1/3</div> 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. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Third Path Savant ②① Creature -- Human Wizard {7}: Draw two cards. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tuktuk Rubblefort ②① Creature -- Wall Defender, reach Creatures you control have haste. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Invoker ②① Creature -- Human Shaman {8}: This creature deals 3 damage to any target. <div>2/3</div> 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. <div>0/5</div> 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. <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Gleeful Sabotage</div><div>①⑥</div></div><div>Sorcery</div><div>Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gleeful Sabotage</div><div>①⑥</div></div><div>Sorcery</div><div>Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gorilla Shaman</div><div>Ⓡ</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gorilla Shaman</div><div>Ⓡ</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Healer's Headdress 2 </div> <div> Artifact -- Equipment </div> <div> <p>Equipped creature gets +0/+2 and has "{T}: Prevent the next 1 damage that would be dealt to any target this turn."</p> <p>{W}{W}: Attach this Equipment to target creature you control. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Mirrorshell Crab 5UU </div> <div> Artifact Creature -- Crab </div> <div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Mirrorshell Crab 5UU </div> <div> Artifact Creature -- Crab </div> <div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Pulse of Murasa 2G </div> <div> Instant </div> <div> <p>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div> Reaping the Graves 2B </div> <div> Instant </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Tamiyo's Safekeeping G </div> <div> Instant </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Tamiyo's Safekeeping G </div> <div> Instant </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Tamiyo's Safekeeping G </div> <div> Instant </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div> <div>Viridian Longbow</div> <div>①</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature has "{T}: This creature deals 1 damage to any target."</p> <p>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Viridian Longbow</div> <div>①</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature has "{T}: This creature deals 1 damage to any target."</p> <p>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wrap in Vigor</div> <div>①⑥</div> </div> <div>Instant</div> <div> <p>Regenerate each creature you control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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