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| <b>Axebane Guardian</b> (2)(G)<br>Creature -- Human Druid<br>Defender<br>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Axebane Guardian</b> (2)(G)<br>Creature -- Human Druid<br>Defender<br>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Axebane Guardian</b> (2)(G)<br>Creature -- Human Druid<br>Defender<br>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Axebane Guardian</b> (2)(G)<br>Creature -- Human Druid<br>Defender<br>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 |
| <b>Drift of Phantasms</b> (2)(U)<br>Creature -- Spirit<br>Defender (This creature can't attack.)<br>Flying<br>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.)<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Drift of Phantasms</b> (2)(U)<br>Creature -- Spirit<br>Defender (This creature can't attack.)<br>Flying<br>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.)<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Drift of Phantasms</b> (2)(U)<br>Creature -- Spirit<br>Defender (This creature can't attack.)<br>Flying<br>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.)<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Drift of Phantasms</b> (2)(U)<br>Creature -- Spirit<br>Defender (This creature can't attack.)<br>Flying<br>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.)<br>0/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Forest

Basic Land -- Forest

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

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

## 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** (5)(G)

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

|                     |                   |
|---------------------|-------------------|
| <b>Generous Ent</b> | <b>5</b> <b>G</b> |
|---------------------|-------------------|

Creature -- Treefolk

Reach  
When this creature enters, create a Food token. (It's an artifact with "{2}, {1}, Sacrifice this token: You gain 3 life.")  
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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Generous Ent</b> (2)(6)<br>Creature -- Treefolk<br>Reach<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Generous Ent</b> (5)(6)<br>Creature -- Treefolk<br>Reach<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Jaspera Sentinel</b> (6)<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                           | <b>Lead the Stampede</b> (2)(6)<br>Sorcery<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev        |
| <b>Lead the Stampede</b> (2)(6)<br>Sorcery<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       | <b>Lead the Stampede</b> (2)(6)<br>Sorcery<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       | <b>Masked Vandal</b> (1)(6)<br>Creature -- Shapeshifter<br>Changeling (This card is every creature type.)<br>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Masked Vandal</b> (1)(6)<br>Creature -- Shapeshifter<br>Changeling (This card is every creature type.)<br>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.<br><div>1/3</div> 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

**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 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

**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

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| <b>Quirion Ranger</b> <span>Ⓞ</span><br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Quirion Ranger</b> <span>Ⓞ</span><br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Reaping the Graves</b> <span>②</span> <span>Ⓑ</span><br>Instant<br>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.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Saruli Caretaker</b> <span>Ⓞ</span><br>Creature -- Dryad<br>Defender<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                |
| <b>Saruli Caretaker</b> <span>Ⓞ</span><br>Creature -- Dryad<br>Defender<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Saruli Caretaker</b> <span>Ⓞ</span><br>Creature -- Dryad<br>Defender<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Saruli Caretaker</b> <span>Ⓞ</span><br>Creature -- Dryad<br>Defender<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Secret Door</b> <span>Ⓤ</span><br>Artifact Creature -- Wall<br>Defender<br>{4}{U}: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.)<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

④

Defender

**1/3**

botbox.dev

④

Defender

1/3

botbox.dev

④

Defender

1/3

botbox.dev

②

{7}: Draw two cards.

2/3

botbox.dev

②③

Defender, reach

0/3

botbox.dev

②③

2/3

botbox.dev

① ②

Defender

0/5

botbox.dev

①

Defender

0/5

hotbox.dev

sheet 7/10 - 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.

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.

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

③ ④

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

[sidebar]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

[sidebar]

2/4

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

Ⓒ

When this creature enters, you gain 3 life.

[sidebar]

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.

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| <b>Healer of the Glade</b> <span>Ⓞ</span><br>Creature -- Elemental<br>When this creature enters, you gain 3 life.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev               | <b>Healer of the Glade</b> <span>Ⓞ</span><br>Creature -- Elemental<br>When this creature enters, you gain 3 life.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                         | <b>Hydroblast</b> <span>Ⓢ</span><br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           | <b>Hydroblast</b> <span>Ⓢ</span><br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       |
| <b>Hydroblast</b> <span>Ⓢ</span><br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Masked Vandal</b> <span>①Ⓞ</span><br>Creature -- Shapeshifter<br>Changeling (This card is every creature type.)<br>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Masked Vandal</b> <span>①Ⓞ</span><br>Creature -- Shapeshifter<br>Changeling (This card is every creature type.)<br>When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Scattershot Archer</b> <span>Ⓞ</span><br>Creature -- Elf Archer<br>{T}: This creature deals 1 damage to each creature with flying.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Scattershot Archer</b> <span>6</span> </div> <div>           Creature -- Elf Archer         </div> <div>           {T}: This creature deals 1 damage to each creature with flying.         </div> <div>           [sideboard]         </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Vines of Vastwood</b> <span>6</span> </div> <div>           Instant         </div> <div>           Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>           Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Vines of Vastwood</b> <span>6</span> </div> <div>           Instant         </div> <div>           Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>           Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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