

<div>Avacyn's Pilgrim</div> <div>6</div> <div>Creature -- Human Monk</div> <div>{T}: Add {W}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Avacyn's Pilgrim</div> <div>6</div> <div>Creature -- Human Monk</div> <div>{T}: Add {W}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Axebane Guardian</div> <div>26</div> <div>Creature -- Human Druid</div> <div>Defender</div> <div>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Axebane Guardian</div> <div>26</div> <div>Creature -- Human Druid</div> <div>Defender</div> <div>{T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Drift of Phantasms</div><div><div>2</div><div>U</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><div>0/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Drift of Phantasms</div><div><div>2</div><div>U</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><div>0/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Drift of Phantasms</div><div><div>2</div><div>U</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><div>0/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Drift of Phantasms</div><div><div>2</div><div>U</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><div>0/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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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.

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G

{G}: Add one mana of any color.

1/1

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① ⑥

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

0/4

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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 G

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

0/4

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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

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

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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.

Quirion Ranger Ⓞ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger Ⓞ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reaping the Graves ② Ⓑ 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.) <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saruli Caretaker Ⓞ Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Saruli Caretaker Ⓞ Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saruli Caretaker Ⓞ Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saruli Caretaker Ⓞ Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secret Door Ⓤ 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.) <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Shield-Wall Sentinel</div> <div>4</div> </div> <div>Artifact Creature -- Golem</div> <div> <div>Defender</div> <div>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> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Shield-Wall Sentinel</div> <div>4</div> </div> <div>Artifact Creature -- Golem</div> <div> <div>Defender</div> <div>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> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Shield-Wall Sentinel</div> <div>4</div> </div> <div>Artifact Creature -- Golem</div> <div> <div>Defender</div> <div>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> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Shield-Wall Sentinel</div> <div>4</div> </div> <div>Artifact Creature -- Golem</div> <div> <div>Defender</div> <div>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> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Third Path Savant</div> <div>2U</div> </div> <div>Creature -- Human Wizard</div> <div> <div>{7}: Draw two cards.</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Tuktuk Rubblefort</div> <div>2R</div> </div> <div>Creature -- Wall</div> <div> <div>Defender, reach</div> <div>Creatures you control have haste.</div> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Valakut Invoker</div> <div>2R</div> </div> <div>Creature -- Human Shaman</div> <div> <div>{8}: This creature deals 3 damage to any target.</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Wall of Roots</div> <div>1G</div> </div> <div>Creature -- Plant Wall</div> <div> <div>Defender</div> <div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> </div> <div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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.

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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 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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① W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

1/1

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

1/1

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

Playtest cards - LikeAFerro - Pauper (Pauper League) sheet 9/10 - 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.

<div><div>Scattershot Archer</div><div>6</div><div>Creature -- Elf Archer</div><div>{T}: This creature deals 1 damage to each creature with flying.</div><div>[sideboard]</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scattershot Archer</div><div>6</div><div>Creature -- Elf Archer</div><div>{T}: This creature deals 1 damage to each creature with flying.</div><div>[sideboard]</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrap in Vigor</div><div>16</div><div>Instant</div><div>Regenerate each creature you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	