

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
Bloodrite Invoker (2)(B) Creature -- Vampire Shaman {8}: Target player loses 3 life and you gain 3 life. 3/1 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	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

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

Basic Land -- Forest

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

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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."

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As long as this creature is paired with another creature, each of those creatures has "{2}{U}: Untap this creature."

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Lead the Stampede (2G)

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.

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Llanowar Elves (G)

Creature -- Elf Druid

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

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Playtest cards - balena911 - Pauper (Pauper League) 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.

G

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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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

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Ⓒ

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

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G

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

0/3

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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

①

Defender
Whenever this creature blocks, put a
-0/-1 counter on it.

0/6

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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.

Shield Sphere Artifact Creature -- Wall Defender Whenever this creature blocks, put a -0/-1 counter on it. 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shield Sphere Artifact Creature -- Wall Defender Whenever this creature blocks, put a -0/-1 counter on it. 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vent Sentinel Creature -- Elemental Defender {1}{R}, {T}: This creature deals damage to target player or planeswalker equal to the number of creatures you control with defender. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivien's Grizzly Creature -- Bear Spirit {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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wall of Roots 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 PLAYbotbox.dev	Wall of Roots 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 PLAYbotbox.dev	Wall of Roots 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 PLAYbotbox.dev	Wall of Roots 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 PLAYbotbox.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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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 B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sidebar]

2/2

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2G

Kicker {4}{G} (You may pay an additional {4}{G} as you cast this spell.)
When this creature enters, if it was kicked, you gain 10 life.

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[sidebar]
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mesmeric Fiend (1)(B) Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend (1)(B) Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mnemonic Wall (4)(U) Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	One-Eyed Scarecrow (3) Artifact Creature -- Scarecrow Defender Creatures with flying your opponents control get -1/-0. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pilgrim of Justice (2)(W) Creature -- Human Cleric Protection from red {W}, Sacrifice this creature: The next time a red source of your choice would deal damage this turn, prevent that damage. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa (2)(G) Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog's Crusher (8) Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog's Crusher (8) Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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