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| <b>Axebane Guardian</b> ②⑥<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> ②⑥<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> ②⑥<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> ②⑥<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>Crashing Drawbridge</b> ②<br>Artifact Creature -- Wall<br>Defender<br>{T}: Creatures you control gain haste until end of turn.<br>0/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                | <b>Crashing Drawbridge</b> ②<br>Artifact Creature -- Wall<br>Defender<br>{T}: Creatures you control gain haste until end of turn.<br>0/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                | <b>Drift of Phantasms</b> ②④<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> ②④<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 |

Playtest cards - Ducketh - 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

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                               |                                                                                                                                                               |
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| <div><div>Drift of Phantasms</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Defender (This creature can't attack.)<br/>Flying<br/>Transmute {1}{U}{U} ({1}{U}{U},<br/>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.<br/>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><div>2</div><div>U</div></div></div> <div><div>Creature -- Spirit</div><div>Defender (This creature can't attack.)<br/>Flying<br/>Transmute {1}{U}{U} ({1}{U}{U},<br/>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.<br/>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> |
| <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>                                                                                                                                                                                                                                                                                                                 | <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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| <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>Freed from the Real</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>{U}: Tap enchanted creature.</div> <div>{U}: Untap enchanted creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

**G**

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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

② ⑥

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

2G

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

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

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 ⑥

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

0/4

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

**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

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 5/10 - 8 cards - 2.5 x 3.5 in each

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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 |

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| <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>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>Vivien's Grizzly</div> <div>2G</div> </div> <div>Creature -- Bear Spirit</div> <div> <div>{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> </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>                                                                        |

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| <div> <div>Winding Way</div> <div> <div>1</div> <div>G</div> </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>Winding Way</div> <div> <div>1</div> <div>G</div> </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>Winding Way</div> <div> <div>1</div> <div>G</div> </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>Winding Way</div> <div> <div>1</div> <div>G</div> </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>Crimson Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Cleric</div> <div>Protection from red<br/>{W}: Target creature gains protection from red until end of turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div> <div>Crimson Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Cleric</div> <div>Protection from red<br/>{W}: Target creature gains protection from red until end of turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div> <div>Gorilla Shaman</div> <div> <div>R</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>Gorilla Shaman</div> <div> <div>R</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>                                                            |

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| <b>Mirrorshell Crab</b> (5)(U)(U)<br>Artifact Creature -- Crab<br>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.<br><br>[sideboard]<br><br><div>5/7</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mirrorshell Crab</b> (5)(U)(U)<br>Artifact Creature -- Crab<br>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.<br><br>[sideboard]<br><br><div>5/7</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Obsidian Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from black {W}: Target creature gains protection from black until end of turn.<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Pulse of Murasa</b> (2)(G)<br>Instant<br>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     |
| <b>Scattershot Archer</b> (6)<br>Creature -- Elf Archer<br>{T}: This creature deals 1 damage to each creature with flying.<br><br>[sideboard]<br><br><div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | <b>Scattershot Archer</b> (6)<br>Creature -- Elf Archer<br>{T}: This creature deals 1 damage to each creature with flying.<br><br>[sideboard]<br><br><div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | <b>Scattershot Archer</b> (6)<br>Creature -- Elf Archer<br>{T}: This creature deals 1 damage to each creature with flying.<br><br>[sideboard]<br><br><div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                              | <b>Tamiyo's Safekeeping</b> (6)<br>Instant<br>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.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Tamiyo's Safekeeping</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tamiyo's Safekeeping</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrap in Vigor</div> <div> <div>Instant</div> <div> <p>Regenerate each creature you control.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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