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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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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

**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}, {1}, 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

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| <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>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>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>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>1/1</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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                       | <b>Orochi Leafcaller</b> (6)<br>Creature -- Snake Shaman<br>{G}: Add one mana of any color.<br><div>1/1</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 |

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| <div> <div>Shield-Wall Sentinel</div> <div> <div>4</div> </div> </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> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Shield-Wall Sentinel</div> <div> <div>4</div> </div> </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> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Shield-Wall Sentinel</div> <div> <div>4</div> </div> </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> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Shield-Wall Sentinel</div> <div> <div>4</div> </div> </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> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Third Path Savant</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>{7}: Draw two cards.</div> </div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                  | <div> <div>Tinder Wall</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.</div> </div> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>   | <div> <div>Tinder Wall</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.</div> </div> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>   | <div> <div>Tuktuk Rubblefort</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Wall</div> <div> <div>Defender, reach</div> <div>Creatures you control have haste.</div> </div> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                  |

②R

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{8}: This creature deals 3 damage to  
any target.
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{3}{6G}: 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 PLAY botbox.dev

① ⑥

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Defender  
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

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[sidebar]
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

When this creature enters, you gain 3 life.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

When this creature enters, you gain 3 life.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

|                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Healer of the Glade</b> (G)<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> (G)<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>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>[sideboard]<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Moment's Peace</b> (1)(G)<br>Instant<br>Prevent all combat damage that would be dealt this turn.<br>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Moment's Peace</b> (1)(G)<br>Instant<br>Prevent all combat damage that would be dealt this turn.<br>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Moment's Peace</b> (1)(G)<br>Instant<br>Prevent all combat damage that would be dealt this turn.<br>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scattershot Archer</b> (G)<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                                                                                                                                                                                          | <b>Scattershot Archer</b> (G)<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                                                                                  |

