

Darval, Whose Web Protects (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darval, Whose Web Protects (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Halo Hopper3 Artifact Creature -- Frog Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Halo Hopper3 Artifact Creature -- Frog Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

This land enters tapped.
When this land enters, create a 0/1
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Legendary Creature -- Mutant Ninja Turtle

Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Leonardo gets +1/+0 for each other creature you control.

1/3

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Creature -- Spirit Soldier

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, if you control no tapped lands, put two +1/+1 counters on it.

3/2

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Martyr's Soul 2W Creature -- Spirit Soldier Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, if you control no tapped lands, put two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Martyr's Soul 2W Creature -- Spirit Soldier Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, if you control no tapped lands, put two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Martyr's Soul 2W Creature -- Spirit Soldier Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) When this creature enters, if you control no tapped lands, put two +1/+1 counters on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$(\{T\} : \text{Add } \{W\}.)$$

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If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost.

Creatures you control get +1/+1 until end of turn.

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Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
When this creature enters, draw a card.

4/3

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Salt Road Packbeast (5)(W) Creature -- Beast Affinity for creatures (This spell costs {1} less to cast for each creature you control.) When this creature enters, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search Party Captain (3)(W) Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search Party Captain (3)(W) Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search Party Captain (3)(W) Creature -- Human Soldier This spell costs {1} less to cast for each creature you attacked with this turn. When this creature enters, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - cabrabr12 - Pauper v3 Group 3FAE74 (Ornithopter, Salt Road Packbeast) (Pa

sheet 7/10 - 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.

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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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.

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① ⑥

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Target creature gets +2/+2 until end of turn. If this spell was bargained, that creature also gains flying and lifelink until end of turn.

[sidebar]

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[sideboard]

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[sideboard]

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Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1 W Creature -- Human Flagbearer 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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