

Playtest cards - lindoso01 - Pauper (Pauper League) sheet 1/10 - 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><div>Drift of Phantasms</div><div>2U</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drift of Phantasms</div><div>2U</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drift of Phantasms</div><div>2U</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>
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Freed from the Real (2)(U) Enchantment -- Aura Enchant creature {U}: Tap enchanted creature. {U}: Untap enchanted creature.	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."	Holdout Settlement Land {T}: Add {C}. ({C} represents colorless mana.) {T}, Tap an untapped creature you control: Add one mana of any color.	Jaspera Sentinel (G) Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jaspera Sentinel (G) Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color.	Lead the Stampede (2)(G) 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.	Lead the Stampede (2)(G) 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.	Lead the Stampede (2)(G) 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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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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Ⓒ

{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

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① ②

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

0/4

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② ⑥

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

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<div> <div>Quirion Ranger</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Quirion Ranger</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Quirion Ranger</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Quirion Ranger</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Reaping the Graves</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> 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> <div>0/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Saruli Caretaker</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Dryad</div> <div> Defender {T}, Tap an untapped creature you control: Add one mana of any color. </div> <div> <div>0/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Saruli Caretaker</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Dryad</div> <div> Defender {T}, Tap an untapped creature you control: Add one mana of any color. </div> <div> <div>0/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Saruli Caretaker</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Dryad</div> <div> Defender {T}, Tap an untapped creature you control: Add one mana of any color. </div> <div> <div>0/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Saruli Caretaker (G) Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shield-Wall Sentinel (4) Artifact Creature -- Golem Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shield-Wall Sentinel (4) Artifact Creature -- Golem Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shield-Wall Sentinel (4) Artifact Creature -- Golem Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Third Path Savant (2)(U) Creature -- Human Wizard {7}: Draw two cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tuktuk Rubblefort (2)(R) Creature -- Wall Defender, reach Creatures you control have haste. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots (1)(G) 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 PLAY botbox.dev	Wall of Roots (1)(G) 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 PLAY botbox.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.

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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

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[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

```
Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
```

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[sideboard]
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U

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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①②

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① ②

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① W

Protection from black
{W}: Target creature gains
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① W

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.

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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.

[sidebar]

1/1

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Tamiyo's Safekeeping

Ⓒ

Instant

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.)

[sidebar]

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