

**Playtest cards - Ramelao - Pauper (Pauper Challenge 32)** 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.

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| <b>Drift of Phantasms</b> (2)(U)<br><hr/> Creature -- Spirit<br><hr/> 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><div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Drift of Phantasms</b> (2)(U)<br><hr/> Creature -- Spirit<br><hr/> 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><div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Freed from the Real</b> (2)(U)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>{U}: Tap enchanted creature.<br>{U}: Untap enchanted creature.<br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Galvanic Alchemist</b> (2)(U)<br><hr/> Creature -- Human Wizard<br><hr/> 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.)<br>As long as this creature is paired with another creature, each of those creatures has "{2}{U}: Untap this creature."<br><div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Holdout Settlement</b><br><hr/> Land<br><hr/> {T}: Add {C}. ({C} represents colorless mana.)<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                         | <b>Jaspera Sentinel</b> (6)<br><hr/> Creature -- Elf Rogue<br><hr/> Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               | <b>Jaspera Sentinel</b> (6)<br><hr/> Creature -- Elf Rogue<br><hr/> Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Lead the Stampede</b> (2)(6)<br><hr/> Sorcery<br><hr/> 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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    |

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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2 G

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2 G

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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 ②

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① 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

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| <b>Overgrown Battlement</b> ①⑥<br>Creature -- Wall<br>Defender<br>{T}: Add {G} for each creature you control with defender.<br><div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Pulse of Murasa</b> ②⑥<br>Instant<br>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                        | <b>Quirion Ranger</b> ⑥<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> ⑥<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> ⑥<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> ⑥<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> ②B<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Saruli Caretaker</b> ⑥<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                        |

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| <b>Shield-Wall Sentinel</b> ④<br>Artifact Creature -- Golem<br>Defender<br>When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Shield-Wall Sentinel</b> ④<br>Artifact Creature -- Golem<br>Defender<br>When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Snow-Covered Forest</b><br>Basic Snow Land -- Forest<br>({T}: Add {G}.)<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                          | <b>Snow-Covered Forest</b><br>Basic Snow Land -- Forest<br>({T}: Add {G}.)<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           |

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| <div><div>Tuktuk Rubblefort2R</div><div>Creature -- Wall</div><div>Defender, reach<br/>Creatures you control have haste.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valakut Invoker2R</div><div>Creature -- Human Shaman</div><div>{8}: This creature deals 3 damage to any target.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots1G</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots1G</div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. </div> <div>[sideboard]</div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                     | <div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div> Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. </div> <div>[sideboard]</div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Obsidian Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Protection from black {W}: Target creature gains protection from black until end of turn. </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                           | <div> <div>Obsidian Acolyte</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Protection from black {W}: Target creature gains protection from black until end of turn. </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                           |
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| <div><div>Tamiyo's Safekeeping 6</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Tamiyo's Safekeeping 6</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Tamiyo's Safekeeping 6</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |  |
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