

Playtest cards - apas72 - 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>Drift of Phantasms</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>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> <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> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>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> <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> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>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> <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> <div>Defender (This creature can't attack.)</div> <div>Flying</div> <div>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> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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Forest

Basic Land -- Forest

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

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Freed from the Real (2)(U)

Enchantment -- Aura

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Enchant creature
{U}: Tap enchanted creature.
{U}: Untap enchanted creature.

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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

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Island

Basic Land -- Island

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

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Lead the Stampede (2G)

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.

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.

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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.

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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 ②

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 ⑥

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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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.)

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

0/3

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

0/3

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Saruli Caretaker ⑥ 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	Saruli Caretaker ⑥ 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	Secret Door ① Artifact Creature -- Wall Defender {4}{U}: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.) 0/4 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	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 ②① Creature -- Human Wizard {7}: Draw two cards. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender (This creature can't attack.)
Sacrifice this creature: Add {R}{R}.
{R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.

0/3

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

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②③

Creature -- Wall

Defender, reach
Creatures you control have haste.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②③

Creature -- Human Shaman

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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 bothox.dev

①⑥

Creature -- Plant Wall

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

0/5

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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

[sidebar]

1/1

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{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
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[sideboard]

1/1

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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.

Gorilla Shaman (R) Creature -- Ape Shaman <hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Guardian Naga (5)(W)(W) Creature -- Snake <hr/> Vigilance During your turn, prevent all damage that would be dealt to this creature. [sideboard] <div>5/6</div> <hr/> --- ADVENTURE --- Banishing Coils (2)(W) Instant -- Adventure <hr/> Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.) <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Guardian Naga (5)(W)(W) Creature -- Snake <hr/> Vigilance During your turn, prevent all damage that would be dealt to this creature. [sideboard] <div>5/6</div> <hr/> --- ADVENTURE --- Banishing Coils (2)(W) Instant -- Adventure <hr/> Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.) <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Guardian Naga (5)(W)(W) Creature -- Snake <hr/> Vigilance During your turn, prevent all damage that would be dealt to this creature. [sideboard] <div>5/6</div> <hr/> --- ADVENTURE --- Banishing Coils (2)(W) Instant -- Adventure <hr/> Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.) <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div>Pulse of Murasa</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Standard Bearer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Standard Bearer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	