

**Playtest cards - menjo155 - 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.

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| <div><div>Drift of Phantasms</div><div>2U</div></div> <div>Creature -- Spirit</div> <div>Defender (This creature can't attack.)<br/>Flying<br/>Transmute {1}{U}{U} ({1}{U}{U},<br/>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.<br/>Transmute only as a sorcery.)</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drift of Phantasms</div><div>2U</div></div> <div>Creature -- Spirit</div> <div>Defender (This creature can't attack.)<br/>Flying<br/>Transmute {1}{U}{U} ({1}{U}{U},<br/>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.<br/>Transmute only as a sorcery.)</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drift of Phantasms</div><div>2U</div></div> <div>Creature -- Spirit</div> <div>Defender (This creature can't attack.)<br/>Flying<br/>Transmute {1}{U}{U} ({1}{U}{U},<br/>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.<br/>Transmute only as a sorcery.)</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |
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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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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 ②

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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

sheet 5/10 - 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.

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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 |

④

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

④

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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

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1/3

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④

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

②③

{7}: Draw two cards.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Defender, reach

Defender, reach  
Creatures you control have haste.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Defender, reach

Defender, reach  
Creatures you control have haste.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

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

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| <div> <div>Winding Way</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <div> <div>Winding Way</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <div> <div>Winding Way</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                       | <div> <div>Winding Way</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Blessed Hippogriff</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Hippogriff</div> <div> <div>Flying</div> <div>Whenever this creature attacks, target attacking creature without flying gains flying until end of turn.</div> <div>[sideboard]</div> <div>2/3</div> <div>-----ADVENTURE-----</div> <div> <div>Tyr's Blessing</div> <div>W</div> </div> <div>Instant -- Adventure</div> <div>Target creature gains indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Blessed Hippogriff</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Hippogriff</div> <div> <div>Flying</div> <div>Whenever this creature attacks, target attacking creature without flying gains flying until end of turn.</div> <div>[sideboard]</div> <div>2/3</div> <div>-----ADVENTURE-----</div> <div> <div>Tyr's Blessing</div> <div>W</div> </div> <div>Instant -- Adventure</div> <div>Target creature gains indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Blessed Hippogriff</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Hippogriff</div> <div> <div>Flying</div> <div>Whenever this creature attacks, target attacking creature without flying gains flying until end of turn.</div> <div>[sideboard]</div> <div>2/3</div> <div>-----ADVENTURE-----</div> <div> <div>Tyr's Blessing</div> <div>W</div> </div> <div>Instant -- Adventure</div> <div>Target creature gains indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Blow Your House Down</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Up to three target creatures can't block this turn. Destroy any of them that are Walls.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 |

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| <b>Crimson Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from red<br>{W}: Target creature gains protection from red until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     | <b>Crimson Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from red<br>{W}: Target creature gains protection from red until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Crimson Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from red<br>{W}: Target creature gains protection from red until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Nylea's Disciple</b> (2)(G)(G)<br>Creature -- Centaur Archer<br>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Nylea's Disciple</b> (2)(G)(G)<br>Creature -- Centaur Archer<br>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Obsidian Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from black<br>{W}: Target creature gains protection from black until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Obsidian Acolyte</b> (1)(W)<br>Creature -- Human Cleric<br>Protection from black<br>{W}: Target creature gains protection from black until end of turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pulse of Murasa</b> (2)(G)<br>Instant<br>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   |

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

2 B

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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②③

Prevent all damage that would be dealt to you and creatures you control this turn.

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① ⑥

Regenerate each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev