

Playtest cards - QueMario - 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.

Drift of Phantasms 2U Creature -- Spirit 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.) 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drift of Phantasms 2U Creature -- Spirit 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.) 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 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. 1/2 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. 1/2 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Orochi Leafcaller (G) Creature -- Snake Shaman {G}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Overgrown Battlement ①⑥ Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger ⑥ Creature -- Elf Ranger 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	Quirion Ranger ⑥ Creature -- Elf Ranger 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	Quirion Ranger ⑥ Creature -- Elf Ranger 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
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Saruli Caretaker Ⓞ 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 Ⓞ 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 Ⓢ 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
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Tuktuk Rubblefort

②R

Creature -- Wall

Defender, reach
Creatures you control have haste.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valakut Invoker

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 botbox.dev

Wall of Roots

① ⑥

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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Wall of Roots

① ②

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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Winding Way

① ②

Sorcery

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.

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

You Meet in a Tavern ②⑥⑥ Sorcery Choose one -- * Form a Party -- Look at the top five cards of your library. You may reveal any number of creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You Meet in a Tavern ②⑥⑥ Sorcery Choose one -- * Form a Party -- Look at the top five cards of your library. You may reveal any number of creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You Meet in a Tavern ②⑥⑥ Sorcery Choose one -- * Form a Party -- Look at the top five cards of your library. You may reveal any number of creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You Meet in a Tavern ②⑥⑥ Sorcery Choose one -- * Form a Party -- Look at the top five cards of your library. You may reveal any number of creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crimson Acolyte ①①W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte ①①W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte ①①W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gorilla Shaman ①R Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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