Alpine Meadow

Snow Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charge {W}

Instant

Creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eagles of the North {5}{W}

Creature -- Bird Soldier

Flying
When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.
Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/3

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Hare Apparent {1}{W}

Creature -- Rabbit Noble

When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent.
A deck can have any number of cards named Hare Apparent.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DavideR46 - Pauper (Lega Pauper Genova, Summer Season Lunedi 2 Marzo Ore sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Rites of Initiation (R)

Instant

Discard any number of cards at random. Creatures you control get +1/+0 until end of turn for each card discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rites of Initiation (R)

Instant

Discard any number of cards at random. Creatures you control get +1/+0 until end of turn for each card discarded this way.

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Discard any number of cards at random. Creatures you control get +1/+0 until end of turn for each card discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm (1)(W)

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrill of Possibility (1)(R)

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrill of Possibility (1)(R)

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.

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Thrill of Possibility 1R

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrill of Possibility 1R

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidepool Turtle 3U

Creature -- Turtle

{2}{U}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/5

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Creature -- Turtle

{2}{U}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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{2}{U}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Black 1W

Enchantment

{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

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Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

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Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Strands {2}{W}

Instant

Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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[sideboard]

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Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Tormod's Crypt (0)

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{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Artifact

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[sideboard]

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