Ephemerate (W)

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

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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.
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Playtest cards - reddyvideo - Pauper (Paupergenesis - CubeCon DMV) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe {W}

Instant

Counter target spell unless its controller pays {1}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - reddyvideo - Pauper (Paupergenesis - CubeCon DMV) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Steppe

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You're Not Alone {W}

Instant

Target creature gets +2/+2 until end of turn. If you control three or more creatures, it gets +4/+4 until end of turn instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boon of Safety {W}

Instant

Put a shield counter on target creature. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)
Scry 1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charge {W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charge {W}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coordinated Maneuver {1}{W}

Instant

Choose one --
* Coordinated Maneuver deals damage equal to the number of creatures you control to target creature or planeswalker.
* Destroy target enchantment.

[sideboard]

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Crown of Awe {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature has protection from black and from red.
Sacrifice this Aura: Enchanted creature and other creatures that share a creature type with it gain protection from black and from red until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Gift {2}{W}

Instant

Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gods Willing {W}

Instant

Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)
Scry 1.

[sideboard]

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[sideboard]

2/2

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Rabbit Response {2}{W}{W}

Instant

Creatures you control get +2/+1 until end of turn. If you control a Rabbit, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctify {1}{W}

Sorcery

Destroy target artifact or enchantment. You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Zealous Display 2W

Instant

Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures.

[sideboard]

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