## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Echoing Courage {1}{G}

Instant

Target creature and all other creatures with the same name as that creature get +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - DavideR46 - Pauper (Lega Pauper Genova, Autumn Season Lunedi 26 Ottobre O** 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.

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glasses of Urza** {1}

Artifact

{T}: Look at target player's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Hare Apparent** 1W

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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A deck can have any number of cards named Hare Apparent.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

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Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Might of the Masses {G}

Instant

Target creature gets +1/+1 until end of turn for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Might of the Masses {G}

Instant

Target creature gets +1/+1 until end of turn for each creature you control.

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




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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Radiant Grove

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skyshaper (2)

Artifact

Sacrifice this artifact: Creatures you control gain flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Sacrifice this artifact: Creatures you control gain flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winding Way (1)(G)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Winding Way {1}{G}

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## You Hear Something on Watch {1}{W}

Instant

Choose one --
* Rouse the Party -- Creatures you control get +1/+1 until end of turn.
* Set Off Traps -- This spell deals 5 damage to target attacking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose one --
* Rouse the Party -- Creatures you control get +1/+1 until end of turn.
* Set Off Traps -- This spell deals 5 damage to target attacking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## Glasses of Urza {1}

Artifact

{T}: Look at target player's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - DavideR46 - Pauper (Lega Pauper Genova, Autumn Season Lunedi 26 Ottobre O** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Journey to Nowhere {1}{W}

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spidersilk Armor {2}{G}

Enchantment

Creatures you control get +0/+1 and have reach. (They can block creatures with flying.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunlance {W}

Sorcery

Sunlance deals 3 damage to target nonwhite creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sunlance {W}

Sorcery

Sunlance deals 3 damage to target nonwhite creature.

[sideboard]

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Sorcery

Sunlance deals 3 damage to target nonwhite creature.

[sideboard]

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Sorcery

Sunlance deals 3 damage to target nonwhite creature.

[sideboard]

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## Wrap in Vigor (1)(G)

Instant

Regenerate each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wrap in Vigor (1)(G)

Instant

Regenerate each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wrap in Vigor (1)(G)

Instant

Regenerate each creature you control.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - DavideR46 - Pauper (Lega Pauper Genova, Autumn Season Lunedi 26 Ottobre O** sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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