

Ash Barrens

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ash Barrens

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ash Barrens

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ash Barrens

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benevolent Bodyguard

W

Creature -- Human Cleric

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benevolent Bodyguard

W

Creature -- Human Cleric

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blacksmith's Skill (W)

W

Instant

Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

U

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gianlupo - Pauper (Pauper League)

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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dizzy Spell</div><div>Instant</div><div>Target creature gets -3/-0 until end of turn. 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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inside Out</div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Inside Out</div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Inside Out</div><div>1U/R</div></div><div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inside Out</div><div>1U/R</div></div><div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Merchant Scroll</div><div>1U</div></div><div><div>Sorcery</div><div>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Merchant Scroll</div><div>1U</div></div><div><div>Sorcery</div><div>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Piracy Charm</div><div>U</div></div><div><div>Instant</div><div>Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ponder</div><div>U</div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ponder</div><div>U</div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ponder</div><div>U</div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Preordain</div><div><div>Ⓢ</div></div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To 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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Preordain</div><div><div>Ⓢ</div></div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To 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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Preordain</div><div><div>Ⓢ</div></div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To 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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>
<div><div><div><div><div><div></div><div>Preordain</div><div><div>Ⓢ</div></div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To 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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Shadow Rift</div><div><div>Ⓢ</div></div></div><div>Instant</div><div>Target creature gains shadow until end of turn. (It can block or be blocked by only creatures with shadow.) Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Snow-Covered Island</div><div><div></div></div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Snow-Covered Island</div><div><div></div></div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>

<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Basic Snow Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Snow Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```

Creature -- Bird

```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Nomad

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Nomad

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Tireless Tribe (W)</p> <p>Creature -- Human Nomad</p> <p>Discard a card: This creature gets +0/+4 until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tireless Tribe (W)</p> <p>Creature -- Human Nomad</p> <p>Discard a card: This creature gets +0/+4 until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Whiteout (1)(G)</p> <p>Instant</p> <p>All creatures lose flying until end of turn. Sacrifice a snow land: Return this card from your graveyard to your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Whiteout (1)(G)</p> <p>Instant</p> <p>All creatures lose flying until end of turn. Sacrifice a snow land: Return this card from your graveyard to your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Blessed Hippogriff (3)(W)</p> <p>Creature -- Hippogriff</p> <p>Flying Whenever this creature attacks, target attacking creature without flying gains flying until end of turn.</p> <p>[sideboard]</p> <p>2/3</p> <p>----- - - - ADVENTURE - - -</p> <p>Tyr's Blessing (W)</p> <p>Instant -- Adventure</p> <p>Target creature gains indestructible until end of turn. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blue Elemental Blast (U)</p> <p>Instant</p> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blue Elemental Blast (U)</p> <p>Instant</p> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blue Elemental Blast (U)</p> <p>Instant</p> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - gianlupo - Pauper (Pauper League)

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.

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

<div><div>Prismatic Strands<div>2W</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismatic Strands<div>2W</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismatic Strands<div>2W</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
---	---	---	--