

U

Cleave {1}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Return target nonland permanent [you control] to its owner's hand.

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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.)

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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

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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.

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

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.

<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>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><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Merchant Scroll</div><div><div>1</div><div>U</div></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>Ponder</div><div><div>U</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ponder</div><div><div>U</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ponder</div><div><div>U</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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Basic Snow Land -- Plains

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Creature -- Bird

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1/1

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1/1

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Nomad

1/1

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1/1

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

<div> <div>Prismatic Strands</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Prevent all damage that sources of the color of your choice would deal this turn.</p> <p>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Prismatic Strands</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Prevent all damage that sources of the color of your choice would deal this turn.</p> <p>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Whiteout</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>All creatures lose flying until end of turn.</p> <p>Sacrifice a snow land: Return this card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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.

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