## Archaeomancer {2}{U}{U}

Creature -- Human Wizard

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Human Wizard

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Azorius Chancery

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {W}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Azorius Chancery

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {W}{U}.

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## Azorius Chancery

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {W}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Compulsive Research {2}{U}

Sorcery

Target player draws three cards.
Then that player discards two cards unless they discard a land card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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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## Fertile Ground (1)(G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Ghostly Flicker {2}{U}

Instant

Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Mulldrifter {4}{U}

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mulldrifter {4}{U}

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mulldrifter {4}{U}

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mulldrifter {4}{U}

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain {U}

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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.)

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**Playtest cards - Raptor56 - Familiars (Pauper League)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prohibit {1}{U}

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pulse of Murasa {2}{G}

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rimewood Falls

Snow Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sea Gate Oracle {2}{U}

Creature -- Human Wizard

When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Raptor56 - Familiars (Pauper League)** sheet 4/10 - 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.

## Sea Gate Oracle (2)(U)

Creature -- Human Wizard

When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snap (1)(U)

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Return target creature to its owner's hand. Untap up to two lands.

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Return target creature to its owner's hand. Untap up to two lands.

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## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Basic Snow Land -- Forest

({T}: Add {G}.)

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## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Sunscape Familiar {1}{W}

Creature -- Wall

Defender (This creature can't attack.)
Green spells and blue spells you cast cost {1} less to cast.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sunscape Familiar {1}{W}

Creature -- Wall

Defender (This creature can't attack.)
Green spells and blue spells you cast cost {1} less to cast.

**0/3**

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Creature -- Wall

Defender (This creature can't attack.)
Green spells and blue spells you cast cost {1} less to cast.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Tranquil Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
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Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Raptor56 - Familiars (Pauper League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ancient Grudge (1)(R)

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Counter target instant spell.

[sideboard]

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## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

[sideboard]

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Ghostly Flicker {2}{U}

Instant

Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
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[sideboard]

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[sideboard]

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## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Moment's Peace {1}{G}

Instant

Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Instant

Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pulse of Murasa {2}{G}

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

[sideboard]

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**Weather the Storm** 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Weather the Storm** 1G

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