## 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

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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}.

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Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
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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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## Contaminated Landscape

Land

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

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Land

{T}: Add {C}.
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## 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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## 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.

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## Glacial Floodplain

Snow Land -- Plains Island

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

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## God-Pharaoh's Faithful (W)

Creature -- Human Wizard

Whenever you cast a blue, black, or red spell, you gain 1 life.

**0/4**

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## Island

Basic Land -- Island

({T}: Add {U}.)

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## Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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## Meeting of Minds {3}{U}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw two cards.

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Draw two cards.

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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**

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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

## Murmuring Mystic {3}{U}

Creature -- Human Wizard

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

**1/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/5**

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## Negate {1}{U}

Instant

Counter target noncreature spell.

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**Negate** {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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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**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.

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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

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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.

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**Sunscape Familiar** 1W

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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Green spells and blue spells you cast cost {1} less to cast.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Glorious Gale** 1U

Instant

Counter target creature spell. If it was a legendary spell, the Ring tempts you.

[sideboard]

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Instant

Counter target creature spell. If it was a legendary spell, the Ring tempts you.

[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]

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**Hydroblast** U

Instant

Choose one --
* Counter target spell if it's red.
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## Hydroblast (U)

Instant

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

[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

## Last Breath (1)(W)

Instant

Exile target creature with power 2 or less. Its controller gains 4 life.

[sideboard]

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## Last Breath (1)(W)

Instant

Exile target creature with power 2 or less. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Loyal Sentry (W)

Creature -- Human Soldier

When this creature blocks a creature, destroy that creature and this creature.

[sideboard]

1/1

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[sideboard]

1/1

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## Negate (1)(U)

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stonehorn Dignitary (3)(W)

Creature -- Rhino Soldier

When this creature enters, target opponent skips their next combat phase.

[sideboard]

1/4

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[sideboard]

1/4

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## Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

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Choose one --
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