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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Behold the Multiverse (3)(U)

Instant

Scry 2, then draw two cards.
Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 1/8 - 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.

Crib Swap {2}{W}

Kindred Instant -- Shapeshifter

Changeling (This card is every creature type.)
Exile target creature. Its controller creates a 1/1 colorless Shapeshifter creature token with changeling.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drake Familiar {1}{U}

Creature -- Drake

Flying
When this creature enters, sacrifice it unless you return an enchantment to its owner's hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, sacrifice it unless you return an enchantment to its owner's hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Stalker {1}{U}

Creature -- Illusion

When this creature enters, return a permanent you control to its owner's hand.

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 2/8 - 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.

Dream Stalker {1}{U}

Creature -- Illusion

When this creature enters, return a permanent you control to its owner's hand.

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Stalker {1}{U}

Creature -- Illusion

When this creature enters, return a permanent you control to its owner's hand.

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flicker of Fate {1}{W}

Instant

Exile target creature or enchantment, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target creature or enchantment, then return it to the battlefield under its owner's control.

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Exile target creature or enchantment, then return it to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodtide Serpent {4}{U}

Creature -- Serpent

This creature can't attack unless you return an enchantment you control to its owner's hand. (This cost is paid as attackers are declared.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodtide Serpent {4}{U}

Creature -- Serpent

This creature can't attack unless you return an enchantment you control to its owner's hand. (This cost is paid as attackers are declared.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 3/8 - 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.

Heliod's Pilgrim 2W

Creature -- Human Cleric

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heliod's Pilgrim 2W

Creature -- Human Cleric

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

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Creature -- Human Cleric

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U}.)

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 4/8 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 5/8 - 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reality Acid (2)(U)

Enchantment -- Aura

Enchant permanent
Vanishing 3 (This Aura enters with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)
When this Aura leaves the battlefield, enchanted permanent's controller sacrifices it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reality Acid (2)(U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remove Enchantments (W)

Instant

Return to your hand all enchantments you both own and control, all Auras you own attached to permanents you control, and all Auras you own attached to attacking creatures your opponents control. Then destroy all other enchantments you control, all other Auras attached to permanents you control, and all other Auras attached to attacking creatures your opponents control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remove Enchantments (W)

Instant

Return to your hand all enchantments you both own and control, all Auras you own attached to permanents you control, and all Auras you own attached to attacking creatures your opponents control. Then destroy all other enchantments you control, all other Auras attached to permanents you control, and all other Auras attached to attacking creatures your opponents control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrollshift (2)(W)

Instant

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 6/8 - 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.

Scrollshift {2}{W}

Instant

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrollshift {2}{W}

Instant

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirited Companion {1}{W}

Enchantment Creature -- Dog

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment Creature -- Dog

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunlance {W}

Sorcery

Sunlance deals 3 damage to target nonwhite creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunlance {W}

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Sunlance deals 3 damage to target nonwhite creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hesse, Lukas - Pauper (BPL BREW OFF: SUMMER '26) sheet 7/8 - 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.

Tranquil Cove

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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