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| <div>Archaeomancer</div> <div>2UU</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archaeomancer</div> <div>2UU</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archaeomancer</div> <div>2UU</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Azorius Chancery</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               |
| <div>Azorius Chancery</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   | <div>Azorius Chancery</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   | <div>Azorius Chancery</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   | <div>Contaminated Landscape</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Contaminated Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ephemerate</div> <div>Instant</div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ephemerate</div> <div>Instant</div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ghostly Flicker</div> <div>Instant</div> <div>Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>God-Pharaoh's Faithful</div> <div>Creature -- Human Wizard</div> <div>Whenever you cast a blue, black, or red spell, you gain 1 life.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                              | <div>God-Pharaoh's Faithful</div> <div>Creature -- Human Wizard</div> <div>Whenever you cast a blue, black, or red spell, you gain 1 life.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>God-Pharaoh's Faithful</div> <div>Creature -- Human Wizard</div> <div>Whenever you cast a blue, black, or red spell, you gain 1 life.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>God-Pharaoh's Faithful</div> <div>Creature -- Human Wizard</div> <div>Whenever you cast a blue, black, or red spell, you gain 1 life.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                          |

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| <div><div><b>Idyllic Beachfront</b></div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Lonely Arroyo</div><div>Land -- Desert</div><div>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>(T): Add {W} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Lórien Revealed</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Lórien Revealed</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
| <div><div><div>Lórien Revealed</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lórien Revealed</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Meeting of Minds</div><div>Instant</div><div>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.)<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Meeting of Minds</div><div>Instant</div><div>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.)<br/>Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

3 U

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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## Land

This land enters tapped.  
When this land enters, you may put  
target creature card from your  
graveyard on top of your library.  
{T}: Add {B}.

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④ ⑤

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

④ ⑤

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

④ ⑤

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

③ ④

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

(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

①②

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

①②

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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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Prohibit</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Kicker {2} (You may pay an additional {2} as you cast this spell.)</p> <p>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.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Sea Gate Oracle</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Sea Gate Oracle</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Sea Gate Oracle</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Snap</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Return target creature to its owner's hand. Untap up to two lands.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                      | <div> <b>Snap</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Return target creature to its owner's hand. Untap up to two lands.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                            | <div> <b>Snap</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Return target creature to its owner's hand. Untap up to two lands.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                            | <div> <b>Snap</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Return target creature to its owner's hand. Untap up to two lands.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                            |

Playtest cards - Huskyman20035 - Pauper v3 Group CB7A26 (Meeting of Minds, Sea Gate Oracle

sheet 7/10 - 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.

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| <div><div>Sunscape Familiar</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Wall</div><div>Defender (This creature can't attack.)<br/>Green spells and blue spells you cast cost {1} less to cast.</div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunscape Familiar</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Wall</div><div>Defender (This creature can't attack.)<br/>Green spells and blue spells you cast cost {1} less to cast.</div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunscape Familiar</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Wall</div><div>Defender (This creature can't attack.)<br/>Green spells and blue spells you cast cost {1} less to cast.</div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunscape Familiar</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Wall</div><div>Defender (This creature can't attack.)<br/>Green spells and blue spells you cast cost {1} less to cast.</div><div><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.<br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                             | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.<br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                             | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.<br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                             | <div><div>Envelop</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target sorcery spell.<br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                        |



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| <div><div><div>Envelop</div><div>Instant</div><div>Counter target sorcery spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                        | <div><div><div>Glorious Gale</div><div>Instant</div><div>Counter target creature spell. If it was a legendary spell, the Ring tempts you.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Glorious Gale</div><div>Instant</div><div>Counter target creature spell. If it was a legendary spell, the Ring tempts you.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Last Breath</div><div>Instant</div><div>Exile target creature with power 2 or less. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         |

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| <div><div><div>Last Breath</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature with power 2 or less. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Stonehorn Dignitary</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Rhino Soldier</div><div>When this creature enters, target opponent skips their next combat phase.</div><div>[sideboard]</div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Stonehorn Dignitary</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Rhino Soldier</div><div>When this creature enters, target opponent skips their next combat phase.</div><div>[sideboard]</div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |  |
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