

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	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	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
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	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghostly Flicker 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	God-Pharaoh's Faithful Creature -- Human Wizard Whenever you cast a blue, black, or red spell, you gain 1 life. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	God-Pharaoh's Faithful Creature -- Human Wizard Whenever you cast a blue, black, or red spell, you gain 1 life. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	God-Pharaoh's Faithful Creature -- Human Wizard Whenever you cast a blue, black, or red spell, you gain 1 life. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - emanosb - Pauper (Mont Weekly Pauper)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

God-Pharaoh's Faithful W Creature -- Human Wizard Whenever you cast a blue, black, or red spell, you gain 1 life. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Idyllic Beachfront Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island (T): Add U.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island (T): Add U.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien RevealedUUU 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien RevealedUUU 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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

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2/2

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(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

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

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① ②

Counter target noncreature spell.

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

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U

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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① ②

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

①②

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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②③

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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②③

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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②⑤

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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①②

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

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Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Blue 1 W Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Blue 1 W Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Envelop U Instant Counter target sorcery spell. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Envelop Instant Counter target sorcery spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Last Breath Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Last Breath Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

② ③

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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① ② W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

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1/1

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③ ④ W

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

[sideboard]

1/4

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① ② W

Choose one --

- * Thracian 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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