

2 U U

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

1/2

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## Land

{T}: Add {C}.  
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

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## Land

{T}: Add {C}.  
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

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## 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  
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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Azorius Chancery</b> </div> <div> Land </div> <div> This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {W}{U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                         | <div> <b>Deep Analysis</b> <div> 3 U </div> </div> <div> Sorcery </div> <div> Target player draws two cards.<br/>Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                          | <div> <b>Deep Analysis</b> <div> 3 U </div> </div> <div> Sorcery </div> <div> Target player draws two cards.<br/>Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Deep Analysis</b> <div> 3 U </div> </div> <div> Sorcery </div> <div> Target player draws two cards.<br/>Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Ephemerate</b> <div> W </div> </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> <b>Ephemerate</b> <div> W </div> </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> <b>Foil</b> <div> 2 U U </div> </div> <div> Instant </div> <div> You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                            | <div> <b>Foil</b> <div> 2 U U </div> </div> <div> Instant </div> <div> You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                            |

2 U U

You may discard an Island card and another card rather than pay this spell's mana cost.  
Counter target spell.

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2 U U

You may discard an Island card and another card rather than pay this spell's mana cost.  
Counter target spell.

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②③

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

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W

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/4

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0/4

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## Land -- Plains Island

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

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|                                                                                                                                                   |                                                                                                                                                   |                                                                                                                                                   |                                                                                                                                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</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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## Island

Basic Land -- Island

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

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## Island

Basic Land -- Island

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

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## Mortuary Mire

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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## Mulldrifter

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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## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

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

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## 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.)

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## Prismatic Strands

②②

Instant

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.)

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

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| <div> <div>Snap</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <div>Snap</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <div>Snap</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <div>Snap</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       |
| <div> <div>Sunscape Familiar</div> <div> <div>1</div> <div>W</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 PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunscape Familiar</div> <div> <div>1</div> <div>W</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 PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunscape Familiar</div> <div> <div>1</div> <div>W</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 PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunscape Familiar</div> <div> <div>1</div> <div>W</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 PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>The Modern Age1U</div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div> <div>----- BACK FACE -----</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>The Modern Age1U</div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div> <div>----- BACK FACE -----</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>The Modern Age1U</div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div> <div>----- BACK FACE -----</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>The Modern Age1U</div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div> <div>----- BACK FACE -----</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |
| <div> <div>Dust to Dust1WW</div> <div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                              | <div> <div>Dust to Dust1WW</div> <div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                              | <div> <div>Dust to Dust1WW</div> <div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                              | <div> <div>HydroblastU</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                            |

Playtest cards - MTGAsucks - Familiars (Pauper League)

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

U

Choose one --

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

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U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

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③ ④

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

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1/5

①②

Counter target noncreature spell.

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①②

Counter target noncreature spell.

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| <div><div>Prohibit<div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prohibit<div><div>1</div><div>U</div></div></div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Revoke Existence<div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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