

Aviary Mechanic 1 W Creature -- Dwarf Artificer When this creature enters, you may return another permanent you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aviary Mechanic 1 W Creature -- Dwarf Artificer When this creature enters, you may return another permanent you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aviary Mechanic 1 W Creature -- Dwarf Artificer When this creature enters, you may return another permanent you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aviary Mechanic 1 W Creature -- Dwarf Artificer When this creature enters, you may return another permanent you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Flicker of Fate

① ② W

Instant

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

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Inspiring Overseer

② ② W

Creature -- Angel Cleric

Flying
When this creature enters, you gain 1 life and draw a card.

2/1

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Playtest cards - UI_ieioroma - Pauper (Lega Antimeta Pauper (1° tappa))

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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

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	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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Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Memory Lapse 1U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Lapse 1U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oblivion Ring 2W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oblivion Ring 2W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: 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	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: 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	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: 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	Omen of the Sea 1 U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: 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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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reality Acid 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 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 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
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Sea Gate Oracle ②①U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spreading Seas ①①U Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spreading Seas ①①U Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spreading Seas ①①U Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dawnbringer Cleric 1 W Creature -- Human Cleric When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Omen of the Dead B Enchantment Flash When this enchantment enters, return target creature card from your graveyard to your hand. {2}{B}, Sacrifice this enchantment: Scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Dead B Enchantment Flash When this enchantment enters, return target creature card from your graveyard to your hand. {2}{B}, Sacrifice this enchantment: Scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea's Claim U Enchantment -- Aura Enchant land (Target a land as you cast this. This card enters attached to that land.) Enchanted land is an Island. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea's Claim U Enchantment -- Aura Enchant land (Target a land as you cast this. This card enters attached to that land.) Enchanted land is an Island. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sea's Claim

Enchantment -- Aura

Enchant land (Target a land as you cast this. This card enters attached to that land.)
Enchanted land is an Island.

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Sea's Claim

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Enchant land (Target a land as you cast this. This card enters attached to that land.)
Enchanted land is an Island.

[sideboard]

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Stonehorn Dignitary

Creature -- Rhino Soldier

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

[sideboard]

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