

Archaeomancer 2UUU 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 PLAYbotbox.dev	Archaeomancer 2UUU 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 PLAYbotbox.dev	Ash Barrens 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ash Barrens 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Deep Analysis Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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Mulldrifter 4U 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 PLAYbotbox.dev	Mulldrifter 4U 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 PLAYbotbox.dev	Mulldrifter 4U 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 PLAYbotbox.dev	Mulldrifter 4U 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 PLAYbotbox.dev

Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain 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 PLAYbotbox.dev	Preordain 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 PLAYbotbox.dev

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Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Modern Age ① ② Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Vector Glider Enchantment Creature -- Spirit Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Modern Age ① ② Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Vector Glider Enchantment Creature -- Spirit Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Modern Age ① ② Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Vector Glider Enchantment Creature -- Spirit Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Modern Age ① ② Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Vector Glider Enchantment Creature -- Spirit Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blue Elemental Blast ② Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast ② Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast ② Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel ② Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dust to Dust Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Revoke Existence 1 W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revoke Existence 1 W Sorcery Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suffocating Fumes 2 B Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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Playtest cards - 420dragon - Pauper (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 10/10 - 3 cards - 2.5 x 3.5 in each