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

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1/2

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

Ash Barrens

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{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 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

Playtest cards - MichelBiro - Pauper (Pauper League) sheet 1/10 - 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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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

Deep Analysis (3)(U)

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 PLAY botbox.dev

Ephemerate (W)

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 (W)

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

Essence Scatter (1)(U)

Instant

Counter target creature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostly Flicker (2)(U)

Instant

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

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Glacial Floodplain

Snow Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

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0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MichelBiro - Pauper (Pauper League) sheet 3/10 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

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 PLAY botbox.dev

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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.)

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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 PLAY botbox.dev

Meeting of Minds {3}{U}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mulldrifter {4}{U}

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

Mulldrifter {4}{U}

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

Mulldrifter {4}{U}

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

Murmuring Mystic {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

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 PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prohibit (1)(U)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prohibit (1)(U)

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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Sea Gate Oracle (2)(U)

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 PLAY botbox.dev

Sea Gate Oracle (2)(U)

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

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Sea Gate Oracle (2)(U)

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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 PLAY botbox.dev

Snap (1)(U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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

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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}

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Defender (This creature can't attack.)
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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

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

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* Counter target red spell.
* Destroy target red permanent.

[sideboard]

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Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MichelBiro - Pauper (Pauper League) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Destroy Evil {1}{W}

Instant

Choose one --
* Destroy target creature with toughness 4 or greater.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil {1}{W}

Instant

Choose one --
* Destroy target creature with toughness 4 or greater.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Scatter {1}{U}

Instant

Counter target creature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exclude {2}{U}

Instant

Counter target creature spell.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Breath {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Breath {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murmuring Mystic {3}{U}

Creature -- Human Wizard

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

[sideboard]

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Chant {1}{G/W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nature's Chant {1}{G/W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MichelBiro - Pauper (Pauper League) sheet 10/10 - 3 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.