

2 U U

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

2 U U

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

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

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

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

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

UU

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

W

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

②⑤

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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

3 U U

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

<div><div><div>Lose Focus</div><div>①④</div></div><div><div>Instant</div><div>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lose Focus</div><div>①④</div></div><div><div>Instant</div><div>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lose Focus</div><div>①④</div></div><div><div>Instant</div><div>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Meeting of Minds</div><div>③④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Meeting of Minds</div><div>③④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Meeting of Minds</div><div>③④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Meeting of Minds</div><div>③④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mortuary Mire</div><div></div></div><div><div>Land</div><div>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}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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
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	Perilous Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.) 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perilous Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.) 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perilous Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.) 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Perilous Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Preordain</div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Preordain</div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Preordain</div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Preordain</div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sea Gate Oracle</div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sea Gate Oracle</div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sea Gate Oracle</div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div>Sea Gate Oracle<div>②①</div><div>Creature -- Human Wizard</div><div>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.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Snap<div>①①</div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Snap<div>①①</div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Snap<div>①①</div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div>Snap<div>①①</div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Snow-Covered Island<div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Snow-Covered Island<div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Snow-Covered Island<div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunscape Familiar</div><div>1W</div><div>Creature -- Wall</div><div>Defender (This creature can't attack.) Green spells and blue spells you cast cost {1} less to cast.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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	Thraben Charm (1)(W) Instant Choose one -- * Thraben 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. 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. [sideboard] 1/2 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 Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Borbs - Pauper (Pauper League) sheet 9/10 - 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.

<div> <div> Revoke Existence <div> 1 W </div> </div> <div> Sorcery </div> <div> Exile target artifact or enchantment. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Revoke Existence <div> 1 W </div> </div> <div> Sorcery </div> <div> Exile target artifact or enchantment. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Thraben Charm <div> 1 W </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Thraben 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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	

Playtest cards - Borbs - 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