

<div>Archaeomancer</div> <div>2UU</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archaeomancer</div> <div>2UU</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archaeomancer</div> <div>2UU</div> <div>Creature -- Human Wizard</div> <div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ash Barrens</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Ash Barrens</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ash Barrens</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Azorius Chancery</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Azorius Chancery</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {W}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Azorius Chancery</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {W}{U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Azorius Chancery</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {W}{U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Contaminated Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {W}{U}{B} ({W}{U}{B}, 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>Deep Analysis</div><div>Sorcery</div><div><p>Target player draws two cards.</p><p>Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Ephemerate</div><div>Instant</div><div><p>Exile target creature you control, then return it to the battlefield under its owner's control.</p><p>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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Ephemerate</div><div>Instant</div><div><p>Exile target creature you control, then return it to the battlefield under its owner's control.</p><p>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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Ghostly Flicker</div><div>Instant</div><div><p>Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Glacial Floodplain</div><div>Snow Land -- Plains Island</div><div><p>{T}: Add {W} or {U}.)</p><p>This land enters tapped.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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

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

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

④ ⑤

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

<div><div>Mulldrifter</div><div><div>4</div><div>U</div></div><div>Creature -- Elemental</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mulldrifter</div><div><div>4</div><div>U</div></div><div>Creature -- Elemental</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mulldrifter</div><div><div>4</div><div>U</div></div><div>Creature -- Elemental</div><div>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.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>U</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>U</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>U</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

U

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

① ②

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

①②

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

① ② U

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

① ②

Counter target creature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></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><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></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><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></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><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.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>Sunscape Familiar1W</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>	<div><div>Sunscape Familiar1W</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>	<div><div>Sunscape Familiar1W</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>	<div><div>Sunscape Familiar1W</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>

<div> <div>The Modern Age1U</div> <div>Enchantment -- Saga</div> <div>(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.</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>The Modern Age1U</div> <div>Enchantment -- Saga</div> <div>(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.</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>The Modern Age1U</div> <div>Enchantment -- Saga</div> <div>(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.</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>Thraben Charm1W</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Dawnbringer Cleric1W</div> <div>Creature -- Human Cleric</div> <div>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.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Deep Analysis3U</div> <div>Sorcery</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dust to Dust1WW</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>Dust to Dust1WW</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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></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>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Obsidian Acolyte</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Cleric</div> <div>Protection from black {W}: Target creature gains protection from black until end of turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Remove Soul</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Revoke Existence</div><div><div>1</div><div>W</div></div></div><div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Revoke Existence</div><div><div>1</div><div>W</div></div></div><div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
---	---	---	--

Playtest cards - Gn42 - Pauper (Pauper Showcase Qualifier)

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