

Archaeomancer 2UU 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 2UU 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	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ghostly Flicker Instant 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	God-Pharaoh's Faithful 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	God-Pharaoh's Faithful 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	God-Pharaoh's Faithful 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

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	Idyllic Beachfront Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. 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}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU 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 PLAYbotbox.dev	Lórien Revealed3UU 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 PLAYbotbox.dev	Lórien Revealed3UU 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 PLAYbotbox.dev
Lórien Revealed3UU 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 PLAYbotbox.dev	Meeting of Minds3U 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 PLAYbotbox.dev	Meeting of Minds3U 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 PLAYbotbox.dev	Meeting of Minds3U 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 PLAYbotbox.dev

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}.

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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

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When this creature enters, draw two cards.
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2/2

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Creature -- Human Wizard

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

1/5

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(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

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Instant

Counter target noncreature spell.

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

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.

Negate 1 U Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) 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.) 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. 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 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 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 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	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	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	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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Envelop Instant Counter target sorcery spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Envelop Instant Counter target sorcery spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Last Breath Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Last Breath Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev