

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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Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card:
Draw a card.)

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Chainer's Edict

1 B

Sorcery

Target player sacrifices a creature of their choice.

Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Chittering Rats

①BB

Creature -- Rat

When this creature enters, target opponent puts a card from their hand on top of their library.

2/2

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Playtest cards - VJT - 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 1/10 - 8 cards - 2.5 x 3.5 in each

Chittering Rats 1 B B Creature -- Rat When this creature enters, target opponent puts a card from their hand on top of their library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chittering Rats 1 B B Creature -- Rat When this creature enters, target opponent puts a card from their hand on top of their library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chittering Rats 1 B B Creature -- Rat When this creature enters, target opponent puts a card from their hand on top of their library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Echoing Decay Instant Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Decay Instant Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Decay Instant Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exclude Instant Counter target creature spell. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ghostly Flicker ②④ 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	Ghostly Flicker ②④ 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	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	Lonely Sandbar Land This land enters tapped. {T}: Add {U}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mulldrifter 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 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
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Sea Gate Oracle ②① 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 PLAYbotbox.dev	Sea Gate Oracle ②① 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 PLAYbotbox.dev	Sea Gate Oracle ②① 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 PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Dispel 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	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

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Vodalian Zombie U B Creature -- Merfolk Zombie Protection from green [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vodalian Zombie U B Creature -- Merfolk Zombie Protection from green [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombie Outlander U B Creature -- Zombie Scout Protection from green [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

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