

Angelic Renewal

① W

Enchantment

Whenever a creature is put into your graveyard from the battlefield, you may sacrifice this enchantment. If you do, return that card to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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.)

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Playtest cards - Noob - Pauper (Pauper Challenge)

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

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	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
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	Cast Down Instant 1 B Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant U U Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dawnbringer Cleric Creature -- Human Cleric 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Devour Flesh Instant Target player sacrifices a creature of their choice, then gains life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devour Flesh Instant Target player sacrifices a creature of their choice, then gains life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephemerate 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 PLAYbotbox.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	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Journey to Nowhere 1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Late to Dinner 3W Sorcery Return target creature card from your graveyard to the battlefield. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mournwhelk 6B Creature -- Elemental When this creature enters, target player discards two cards. Evoke {3}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/3

Mournwhelk 6 B Creature -- Elemental When this creature enters, target player discards two cards. Evokediv>{3}{B}div (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mulldrifter 4 U Creature -- Elemental Flying When this creature enters, draw two cards. Evokediv>{2}{U}div (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. Evokediv>{2}{U}div (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. Evokediv>{2}{U}div (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. Evokediv>{2}{U}div (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	Ponder U Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder U Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. 2/2 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain ① 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 PLAYbotbox.dev	Preordain ① 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 PLAYbotbox.dev	Preordain ① 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 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 Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul of Migration 5W Creature -- Elemental Flying When this creature enters, create two 1/1 white Bird creature tokens with flying. Evoke {3}{W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul of Migration 5W Creature -- Elemental Flying When this creature enters, create two 1/1 white Bird creature tokens with flying. Evoke {3}{W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul of Migration 5W Creature -- Elemental Flying When this creature enters, create two 1/1 white Bird creature tokens with flying. Evoke {3}{W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dawnbringer Cleric 1W Creature -- Human Cleric 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1WW Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1WW Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W W

Exile two target artifacts.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
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[sidebar]

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Choose one --
* Counter target spell if it's red.
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[sidebar]

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6 B

When this creature enters, target player discards two cards. Evoke {3}{B} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

[sidebar]

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Exile target artifact or
enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	