Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

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

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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

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Exile target creature you control, then return it to the battlefield under its owner's control.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Damonte - Pauper (Lega Pauper Albenga Tappa 5 Stagione4) sheet 1/10 - 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.

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

Forecasting Fortune Teller {1}{U}

Creature -- Human Advisor Ally

When this creature enters, create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostly Flicker {2}{U}

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 {2}{U}

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

Halimar Excavator {1}{U}

Creature -- Human Wizard Ally

Whenever this creature or another Ally you control enters, target player mills X cards, where X is the number of Allies you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Halimar Excavator {1}{U}

Creature -- Human Wizard Ally

Whenever this creature or another Ally you control enters, target player mills X cards, where X is the number of Allies you control.

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1/3

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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

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

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Damonte - Pauper (Lega Pauper Albenga Tappa 5 Stagione4) sheet 3/10 - 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.

Kyoshi Warriors {3}{W}

Creature -- Human Warrior Ally

When this creature enters, create a 1/1 white Ally creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kyoshi Warriors {3}{W}

Creature -- Human Warrior Ally

When this creature enters, create a 1/1 white Ally creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Warrior Ally

When this creature enters, create a 1/1 white Ally creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kyoshi Warriors {3}{W}

Creature -- Human Warrior Ally

When this creature enters, create a 1/1 white Ally creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

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 PLAY botbox.dev

Lórien Revealed {3}{U}{U}

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 PLAY botbox.dev

Makindi Shieldmate {2}{W}

Creature -- Kor Soldier Ally

Defender
Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Damonte - Pauper (Lega Pauper Albenga Tappa 5 Stagione4) sheet 4/10 - 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.

Negate {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Cleric {1}{W}

Creature -- Kor Cleric Ally

Whenever this creature or another Ally you control enters, you may gain life equal to the number of Allies you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Cleric {1}{W}

Creature -- Kor Cleric Ally

Whenever this creature or another Ally you control enters, you may gain life equal to the number of Allies you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Cleric {1}{W}

Creature -- Kor Cleric Ally

Whenever this creature or another Ally you control enters, you may gain life equal to the number of Allies you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Cleric {1}{W}

Creature -- Kor Cleric Ally

Whenever this creature or another Ally you control enters, you may gain life equal to the number of Allies you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt {U}

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt {U}

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Damonte - Pauper (Lega Pauper Albenga Tappa 5 Stagione4) sheet 5/10 - 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.

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

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

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

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.

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.

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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

Recommission {1}{W}

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recommission {1}{W}

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Cove

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Cove

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {U}.

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Umara Raptor {2}{U}

Creature -- Bird Ally

Flying
Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umara Raptor {2}{U}

Creature -- Bird Ally

Flying
Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

University Campus

Land

This land enters tapped.
{T}: Add {W} or {U}.
{4}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

University Campus

Land

This land enters tapped.
{T}: Add {W} or {U}.
{4}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere {1}{W}

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
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[sideboard]

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Makindi Shieldmate {2}{W}

Creature -- Kor Soldier Ally

Defender
Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature.

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Makindi Shieldmate {2}{W}

Creature -- Kor Soldier Ally

Defender
Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature.

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recommission {1}{W}

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus {1}

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus {1}

Artifact

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

[sideboard]

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.

[sideboard]

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Snap {1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Growth {G/W}{G/W}

Instant

Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Growth {G/W}{G/W}

Instant

Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

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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.