Absorb {W}{U}{U}

Instant

Counter target spell. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adventurer's Inn

Land -- Town

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Pridemate

Token Creature -- Cat Soldier

Whenever you gain life, put a +1/+1 counter on Ajani's Pridemate.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azorius Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azorius Locket {3}

Artifact

{T}: Add {W} or {U}.
{W/U}{W/U}{W/U}{W/U}, {T}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beacon of Immortality {5}{W}

Instant

Double target player's life total.
Shuffle Beacon of Immortality into its owner's 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.

Chaplain's Blessing {W}

Sorcery

You gain 5 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circuit Mender {3}

Artifact Creature -- Insect

When this creature enters, you gain 2 life.
When this creature leaves the battlefield, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleric Class {W}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
If you would gain life, you gain that much life plus 1 instead.
{3}{W}: Level 2
Whenever you gain life, put a +1/+1 counter on target creature you control.
{4}{W}: Level 3
When this Class becomes level 3, return target creature card from your graveyard to the battlefield. You gain life equal to that creature's toughness.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commander's Sphere {3}

Artifact

{T}: Add one mana of any color in your commander's color identity.
Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Congregate {3}{W}

Instant

Target player gains 2 life for each creature on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Ingot {3}

Artifact

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daxos, Blessed by the Sun {W}{W}

Legendary Enchantment Creature -- Demigod

Daxos's toughness is equal to your devotion to white. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.)
Whenever another creature you control enters or dies, you gain 1 life.

2/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 2/13 - 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.

Deny the Divine {2}{U}

Instant

Counter target creature or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drogskol Reaver {5}{W}{U}

Creature -- Spirit

Flying
Double strike (This creature deals both first-strike and regular combat damage.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Whenever you gain life, draw a card.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elixir of Immortality {1}

Artifact

{2}, {T}: You gain 5 life. Shuffle this artifact and your graveyard into their owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Era of Enlightenment {1}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Scry 2.
II -- You gain 2 life.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Hand of Enlightenment

Enchantment Creature -- Human Monk

First strike

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Felidar Sovereign {4}{W}{W}

Creature -- Cat Beast

Vigilance (Attacking doesn't cause this creature to tap.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
At the beginning of your upkeep, if you have 40 or more life, you win the game.

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleeting Distraction {U}

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fumigate {3}{W}{W}

Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 3/13 - 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.

Glorious Gale {1}{U}

Instant

Counter target creature spell. If it was a legendary spell, the Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grasp of Fate {1}{W}{W}

Enchantment

When this enchantment enters, for each opponent, exile up to one target nonland permanent that player controls until this enchantment leaves the battlefield. (Those permanents return under their owners' control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holy Day {W}

Instant

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hope Estheim {W}{U}

Legendary Creature -- Human Wizard

Lifelink
At the beginning of your end step, each opponent mills X cards, where X is the amount of life you gained this turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impassioned Orator {1}{W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life.

2/2

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 - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 4/13 - 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.

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 5/13 - 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.

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

Kindly Ancestor 2W

Creature -- Spirit

Lifelink
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

2/3

- - - BACK FACE - - -

Ancestor's Embrace

Enchantment -- Aura

Enchant creature
Enchanted creature has lifelink.
If Ancestor's Embrace would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiss of the Amesha 4WU

Sorcery

Target player gains 7 life and draws two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lantern of the Lost 1

Artifact

When this artifact enters, exile target card from a graveyard.
{1}, {T}, Exile this artifact: Exile all cards from all graveyards, then draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonin Elder W

Creature -- Cat Cleric

Whenever an artifact enters, you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonin Vanguard W

Creature -- Cat Soldier

At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Light of Hope W

Instant

Choose one --
* You gain 4 life.
* Destroy target enchantment.
* Put a +1/+1 counter on target creature.

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.

Light of Promise {2}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature has "Whenever you gain life, put that many +1/+1 counters on this creature."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Lifechanter {5}{W}

Creature -- Elephant Cleric

When this creature enters, you may have your life total become the total toughness of creatures you control.
{5}{W}: This creature gets +X/+X until end of turn, where X is your life total.

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lucky Offering {W}

Sorcery

Destroy target artifact with mana value 3 or less. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lunar Insight {2}{U}

Sorcery

Draw a card for each different mana value among nonland permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Make Your Move {2}{W}

Instant

Destroy target artifact, enchantment, or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mangara, the Diplomat {3}{W}

Legendary Creature -- Human Cleric

Lifelink
Whenever an opponent attacks with creatures, if two or more of those creatures are attacking you and/or planeswalkers you control, draw a card.
Whenever an opponent casts their second spell each turn, draw a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mnemonic Sphere {1}{U}

Artifact

{1}{U}, Sacrifice this artifact: Draw two cards.
Channel -- {U}, Discard this card: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Archaeologist {1}{U}

Creature -- Human Wizard

{3}{U}{U}: Draw two cards.

2/1

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.

Oketra's Monument (3)

Legendary Artifact

White creature spells you cast cost {1} less to cast.
Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance.

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

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

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 8/13 - 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

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

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

Planar Cleansing {3}{W}{W}{W}

Sorcery

Destroy all nonland permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prayer of Binding {3}{W}

Enchantment

Flash
When this enchantment enters, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield.
You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revitalize {1}{W}

Instant

You gain 3 life.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rosa, Resolute White Mage {3}{W}

Legendary Creature -- Human Noble Cleric

Reach (This creature can block creatures with flying.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. It gains lifelink until end of turn. (Damage dealt by the creature also causes you to gain that much life.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruin Crab {U}

Creature -- Crab

Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Run Away Together {1}{U}

Instant

Choose two target creatures controlled by different players. Return those creatures to their owners' hands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 10/13 - 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.

Search Warrant {W}{U}

Sorcery

Target player reveals their hand. You gain life equal to the number of cards in that player's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sharlayan, Nation of Scholars

Land -- Town

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatter the Sky {2}{W}{W}

Sorcery

Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul's Attendant {W}

Creature -- Human Cleric

Whenever another creature enters, you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Warden {W}

Creature -- Human Cleric

Whenever another creature enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speaker of the Heavens {W}

Creature -- Human Cleric

Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)
{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Insight {2}{W}{U}

Instant

Draw two cards.
Addendum -- If you cast this spell during your main phase, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Revelation {X}{W}{U}{U}

Instant

You gain X life and draw X cards.

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.

Static Snare {4}{W}

Enchantment

Flash
This spell costs {1} less to cast for each attacking creature.
When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tale of Tinúviel {3}{W}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Target creature you control gains indestructible for as long as you control this Saga.
II -- Return target creature card from your graveyard to the battlefield.
III -- Up to two target creatures you control each gain lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Battle of Bywater {1}{W}{W}

Sorcery

Destroy all creatures with power 3 or greater. Then create a Food token for each creature you control. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Gaffer {2}{W}

Legendary Creature -- Halfling Peasant

At the beginning of each end step, if you gained 3 or more life this turn, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Water Crystal {2}{U}{U}

Legendary Artifact

Blue spells you cast cost {1} less to cast.
If an opponent would mill one or more cards, they mill that many cards plus four instead.
{4}{U}{U}, {T}: Each opponent mills cards equal to the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wind Crystal {2}{W}{W}

Legendary Artifact

White spells you cast cost {1} less to cast.
If you would gain life, you gain twice that much life instead.
{4}{W}{W}, {T}: Creatures you control gain flying and lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Dynamo {4}

Artifact

{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Time Wipe {2}{W}{W}{U}

Sorcery

Return a creature you control to its owner's hand, then destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 12/13 - 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.

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

Transit Mage {2}{U}

Creature -- Human Wizard

When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Union of the Third Path {2}{W}

Instant

Draw a card, then you gain life equal to the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MasterYamcha - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 13/13 - 4 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.