Angel's Grace {W}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archivist of Oghma {1}{W}

Creature -- Halfling Cleric

Flash
Whenever an opponent searches their library, you gain 1 life and draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

2/3

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

Banishing Slash {W}{W}

Sorcery

Destroy up to one target artifact, enchantment, or tapped creature. Then if you control an artifact and an enchantment, create a 2/2 white Samurai creature token with vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blast Zone

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bronze Bombshell {4}

Artifact Creature -- Construct

When a player other than this creature's owner controls it, that player sacrifices it. If the player does, this creature deals 7 damage to the player.

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Dawn {1}{W}{W}

Enchantment

Lands you control are Plains. Nonland permanents you control are white. The same is true for spells you control and nonland cards you own that aren't on the battlefield. You may spend white mana as though it were mana of any color. You may spend other mana only as though it were colorless mana.

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.

Cleansing Meditation {1}{W}{W}

Sorcery

Destroy all enchantments.
Threshold -- If there are seven or more cards in your graveyard, instead destroy all enchantments, then return all cards in your graveyard destroyed this way to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleansing Nova {3}{W}{W}

Sorcery

Choose one --
* Destroy all creatures.
* Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Comeuppance {3}{W}

Instant

Prevent all damage that would be dealt to you and planeswalkers you control this turn by sources you don't control. If damage from a creature source is prevented this way, Comeuppance deals that much damage to that creature. If damage from a noncreature source is prevented this way, Comeuppance deals that much damage to the source's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Barricade {1}{W}

Artifact Creature -- Wall

Defender (This creature can't attack.)
You have hexproof. (You can't be the target of spells or abilities your opponents control.)
Prevent all noncombat damage that would be dealt to other creatures you control.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Mutation {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature is an Insect artifact creature with base power and toughness 0/1 and has indestructible, and it loses all other abilities, card types, and creature types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dog Umbra {1}{W}

Enchantment -- Aura

Flash
Enchant creature
As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of Rhetoric {2}{W}

Enchantment Creature -- Spirit

Each player can't cast more than one spell each turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Everybody Lives! {1}{W}

Instant

All creatures gain hexproof and indestructible until end of turn. Players gain hexproof until end of turn. Players can't lose life this turn and players can't lose the game or win the game this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grid Monitor {4}

Artifact Creature -- Construct

You can't cast creature spells.

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grindstone {1}

Artifact

{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardlight Containment {W}

Enchantment -- Aura

Enchant artifact you control
When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.
Enchanted permanent has ward {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Tutor {2}{W}

Sorcery

Search your library for an enchantment card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kami of False Hope {W}

Creature -- Spirit

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of the White Orchid {W}{W}

Creature -- Human Knight

First strike
When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich's Mirror {5}

Artifact

If you would lose the game, instead shuffle your hand, your graveyard, and all permanents you own into your library, then draw seven cards and your life total becomes 20.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loran of the Third Path {2}{W}

Legendary Creature -- Human Artificer

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loyal Warhound {1}{W}

Creature -- Dog

Vigilance
When this creature enters, if an opponent controls more lands than you, search your library for a basic Plains card, put it onto the battlefield tapped, then shuffle.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moat {2}{W}{W}

Creature -- Human Wizard

Creatures without flying can't attack.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe {W}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meekstone {1}

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nevermore {1}{W}{W}

Enchantment

As this enchantment enters, choose a nonland card name.
Spells with the chosen name can't be cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nine Lives {1}{W}{W}

Enchantment

Hexproof
If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment.
When there are nine or more incarnation counters on this enchantment, exile it.
When this enchantment leaves the battlefield, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nova Cleric {W}

Creature -- Human Cleric

{2}{W}, {T}, Sacrifice this creature: Destroy all enchantments.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ossification {1}{W}

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Painter's Servant {2}

Artifact Creature -- Scarecrow

As this creature enters, choose a color.
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patrician's Scorn {3}{W}

Instant

If you've cast another white spell this turn, you may cast this spell without paying its mana cost.
Destroy all enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Ratchet Bomb {2}

Artifact

{T}: Put a charge counter on this artifact.
{T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reprobation {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Coward creature with base power and toughness 0/1. (It keeps all supertypes but loses all other types and creature types.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reroute Systems {W}

Instant

Choose one --
* Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
* Reroute Systems deals 2 damage to target tapped creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restoration Magic {W}

Instant

Tiered (Choose one additional cost.)
* Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn.
* Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life.
* Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rule of Law {2}{W}

Enchantment

Each player can't cast more than one spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rust Elemental {4}

Artifact Creature -- Elemental

Flying
At the beginning of your upkeep, sacrifice another artifact. If you can't, tap this creature and you lose 4 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BulBe57 - Duel Commander (CHAMPIONNAT REGIONAL : LORRAINE 16/05) 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.

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Savior {W}

Creature -- Dog

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serenity {1}{W}

Enchantment

At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sevinne's Reclamation {2}{W}

Sorcery

Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.
Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemnity {2}{W}

Enchantment

Players can't get counters.
Counters can't be put on artifacts, creatures, enchantments, or lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulless Jailer {2}

Artifact Creature -- Phyrexian Golem

Permanent cards in graveyards can't enter the battlefield.
Players can't cast noncreature spells from graveyards or exile.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirited Companion {1}{W}

Enchantment Creature -- Dog

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stiltzkin, Moogle Merchant {W}

Legendary Creature -- Moogle

Lifelink
{2}, {T}: Target opponent gains control of another target permanent you control. If they do, you draw a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tempt with Bunnies {2}{W}

Sorcery

Tempting Offer -- Draw a card and create a 1/1 white Rabbit creature token. Then each opponent may draw a card and create a 1/1 white Rabbit creature token. For each opponent who does, you draw a card and you create a 1/1 white Rabbit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Heretic Cathar {2}{W}

Legendary Creature -- Human Soldier

First strike
Creatures and nonbasic lands your opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithe Taker {1}{W}

Creature -- Human Soldier

During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities.
Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome {2}{W}

Enchantment

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Transcendence {3}{W}{W}{W}

Enchantment

You don't lose the game for having 0 or less life.
When you have 20 or more life, you lose the game.
Whenever you lose life, you gain 2 life for each 1 life you lost. (Damage dealt to you causes you to lose life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trapped in the Screen {2}{W}

Enchantment

Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Visions {W}

Sorcery

Look at the top five cards of target player's library. You may then have that player shuffle that library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wall of Omens {1}{W}

Creature -- Wall

Defender
When this creature enters, draw a card.

0/4

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

Windborn Muse {3}{W}

Creature -- Spirit

Flying
Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Moon {2}

Artifact

Players can't untap more than one nonbasic land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BulBe57 - Duel Commander (CHAMPIONNAT REGIONAL : LORRAINE 16/05) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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