

All That Glitters (1)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.	Alseid of Life's Bounty (W) Enchantment Creature -- Nymph Lifelink {1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.	Angelic Gift (1)(W) Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has flying.	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	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Armored Ascension (3)(W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Plains you control and has flying.	Aven Mindcensor (2)(W) Creature -- Bird Wizard Flash Flying If an opponent would search a library, that player searches the top four cards of that library instead.	Bastion Protector (2)(W) Creature -- Human Soldier Commander creatures you control get +2/+2 and have indestructible.	Battle Mastery (2)(W) Enchantment -- Aura Enchant creature Enchanted creature has double strike. (It deals both first-strike and regular combat damage.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove Auras and Equipment
you control that are already
attached to it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature you control
When this Aura enters, create a 1/1
white Warrior creature token with
vigilance.
Enchanted creature gets +1/+1 and
has first strike. (It deals combat
damage before creatures without
first strike.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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Enchant creature
Enchanted creature gets +1/+3.
{W}: Return this Aura to its owner's
hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

Daybreak Coronet (W)(W) Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)	Enlightened Tutor (W) Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.	Ethereal Armor (W) Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike.	Feather of Flight (1)(W) Enchantment -- Aura Flash Enchant creature When this Aura enters, draw a card. Enchanted creature gets +1/+0 and has flying.
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Felidar Umbra (1)(W) Enchantment -- Aura Enchant creature Enchanted creature has lifelink. {1}{W}: Attach this Aura to target creature you control. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)	Flickering Ward (W) Enchantment -- Aura Enchant creature As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove this Aura. {W}: Return this Aura to its owner's hand.	Generous Gift (2)(W) Instant Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.
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Playtest cards - Kamigawa - Duel Commander (Duel Commander)

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 3/13 - 8 cards - 2.5 x 3.5 in each

Gift of Immortality 2 W Enchantment -- Aura Enchant creature When enchanted creature dies, return that card to the battlefield under its owner's control. Return this card to the battlefield attached to that creature at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gryff's Boon W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hall of Heliod's Generosity Legendary Land {T}: Add {C}. {1}{W}, {T}: Put target enchantment card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Courtyard Land -- Cave This land enters tapped. {T}: Add {W}. {4}{W}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hushbringer 1 W Creature -- Faerie Flying, lifelink Creatures entering or dying don't cause abilities to trigger. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hyena Umbra W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has first strike. 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	Indestructibility 3 W Enchantment -- Aura Enchant permanent Enchanted permanent has indestructible. (Effects that say "destroy" don't destroy that permanent. A creature with indestructible can't be destroyed by damage.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indomitable Will 1 W Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature gets +1/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kor Spiritdancer 1 W Creature -- Kor Wizard This creature gets +2/+2 for each Aura attached to it. Whenever you cast an Aura spell, you may draw a card. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light-Paws, Emperor's Voice 1 W Legendary Creature -- Fox Advisor Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mantle of the Ancients 3 W W Enchantment -- Aura Enchant creature you control When this Aura enters, return any number of target Aura and/or Equipment cards from your graveyard to the battlefield attached to enchanted creature. Enchanted creature gets +1/+1 for each Aura and Equipment attached to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mask of Law and Grace W Enchantment -- Aura Enchant creature Enchanted creature has protection from black and from red. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Military Discipline W Enchantment -- Aura Flash Enchant creature When this Aura enters, enchanted creature gains first strike until end of turn. Enchanted creature gets +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minimus Containment 2 W Enchantment -- Aura Enchant nonland permanent Enchanted permanent is a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color," and it loses all other abilities. (If it was a creature, it's no longer a creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kamigawa - Duel Commander (Duel Commander)

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Mother of Runes (W) Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Open the Armory (1)(W) Sorcery Search your library for an Aura or Equipment card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pariah (2)(W) Enchantment -- Aura Enchant creature All damage that would be dealt to you is dealt to enchanted creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pearl-Ear, Imperial Advisor (1)(W)(W) Legendary Creature -- Fox Advisor Lifelink Enchantment spells you cast have affinity for Auras. (They cost {1} less to cast for each Aura you control.) Whenever you cast an Aura spell that targets a modified permanent you control, draw a card. (Equipment, Auras you control, and counters are modifications.) 3/4 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

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rebuff the Wicked Instant Counter target spell that targets a permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reliquary Tower Land You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Retether 3 W Sorcery Return each Aura card from your graveyard to the battlefield. Only creatures can be enchanted this way. (Aura cards that can't enchant a creature on the battlefield remain in your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sage's Reverie 3 W Enchantment -- Aura Enchant creature When this Aura enters, draw a card for each Aura you control that's attached to a creature. Enchanted creature gets +1/+1 for each Aura you control that's attached to a creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sejiri Shelter 1 W Instant Target creature you control gains protection from the color of your choice until end of turn. ----- BACK FACE ----- Sejiri Glacier Land This land enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Sentinel's Eyes W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has vigilance. Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel's Mark 1 W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+2 and has vigilance. Addendum -- When this Aura enters, if you cast it during your main phase, enchanted creature gains lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shielded by Faith 1 W W Enchantment -- Aura Enchant creature Enchanted creature has indestructible. Whenever a creature enters, you may attach this Aura to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shield of Duty and Reason 1 W Enchantment -- Aura Enchant creature Enchanted creature has protection from green and from blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyblade's Boon 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. {2}{W}: Return Skyblade's Boon to its owner's hand. Activate only if Skyblade's Boon is on the battlefield or in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solid Footing W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+1. As long as enchanted creature has vigilance, it assigns combat damage equal to its toughness rather than its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirit Mantle 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has protection from creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sram, Senior Edificer 1 W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Timely Ward 2 W Enchantment -- Aura You may cast this spell as though it had flash if it targets a commander. Enchant creature Enchanted creature has indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Triclopean Sight 1 W Enchantment -- Aura Flash Enchant creature When this Aura enters, untap enchanted creature. Enchanted creature gets +1/+1 and has vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unquestioned Authority 2 W Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has protection from creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Wayfarer W Creature -- Human Nomad Cleric {W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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