

3 W

Destroy all lands.

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① W W

Flash  
Flying  
When this creature enters, exile  
target spell. It becomes plotted.  
(Its owner may cast it as a sorcery  
on a later turn without paying its  
mana cost.)  
Spells your opponents cast from  
graveyards or from exile cost {2}  
more to cast.

**2/2**

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W

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

1/1

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②⑤

When this creature enters, create a 3/3 colorless Phyrexian Golem artifact creature token. Golems you control have first strike.

1/1

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Land

This land enters tapped unless you control a Plains.  
{T}: Add {W}.  
{2}{W}{W}, {T}: Create a 1/1 white Human creature token.

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② ① ②

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

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① ② W

```
Flash
{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.
```

3/1

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## Land

When you play another land,  
sacrifice this land.  
{T}: Add {C}{C}.

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| <p><b>Cloud, Midgar Mercenary</b> (W)(W)</p> <p>Legendary Creature -- Human Soldier Mercenary</p> <p>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Command Beacon</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Put your commander into your hand from the command zone.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Containment Priest</b> (1)(W)</p> <p>Creature -- Human Cleric</p> <p>Flash</p> <p>If a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Crystal Vein</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Add {C}{C}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                       |
| <p><b>Disruptor Flute</b> (2)</p> <p>Artifact</p> <p>Flash</p> <p>As this artifact enters, choose a card name.</p> <p>Spells with the chosen name cost {3} more to cast.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 | <p><b>Dust Bowl</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Eiganjo Castle</b></p> <p>Legendary Land</p> <p>{T}: Add {W}.</p> <p>{W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>  | <p><b>Eiganjo, Seat of the Empire</b></p> <p>Legendary Land</p> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Elite Spellbinder</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Flying</div> <div>When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.</div> <div>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.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>               | <div> <div>Esper Sentinel</div> <div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Human Soldier</div> <div> <div>Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                             | <div> <div>Flagstones of Trokair</div> </div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {W}.</div> <div>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Flickerwisp</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental</div> <div> <div>Flying</div> <div>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                            | <div> <div>Gemstone Caverns</div> </div> <div> <div>Legendary Land</div> <div> <div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.</div> <div>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Giver of Runes</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Cleric</div> <div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                |

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| <b>Glimmer Lens</b> <span>1</span> <span>W</span><br>Artifact -- Equipment<br><br>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br>Whenever equipped creature and at least one other creature attack, draw a card.<br>Equip {1}{W} <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Guide of Souls</b> <span>W</span><br>Creature -- Human Cleric<br><br>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Lightstall Inquisitor</b> <span>W</span><br>Creature -- Angel Wizard<br><br>Vigilance<br>When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                | <b>Mana Tithe</b> <span>W</span><br>Instant<br><br>Counter target spell unless its controller pays {1}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     |
| <b>Mother of Runes</b> <span>W</span><br>Creature -- Human Cleric<br><br>{T}: Target creature you control gains protection from the color of your choice until end of turn. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                     | <b>Novice Inspector</b> <span>W</span><br>Creature -- Human Detective<br><br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   | <b>Ocelot Pride</b> <span>W</span><br>Creature -- Cat<br><br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Oust</b> <span>W</span><br>Sorcery<br><br>Put target creature into its owner's library second from the top. Its controller gains 3 life. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <p><b>Overlord of the Mistmoors</b> (5)(W)(W)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Palace Jailer</b> (2)(W)(W)</p> <p>Creature -- Human Soldier</p> <p>When this creature enters, you become the monarch.</p> <p>When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                       | <p><b>Parallax Wave</b> (2)(W)(W)</p> <p>Enchantment</p> <p>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</p> <p>Remove a fade counter from this enchantment: Exile target creature.</p> <p>When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Portable Hole</b> (W)</p> <p>Artifact</p> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Pre-War Formalwear</b> (2)(W)</p> <p>Artifact -- Equipment</p> <p>When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.</p> <p>Equipped creature gets +2/+2 and has vigilance.</p> <p>Equip {3}</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                | <p><b>Ranger-Captain of Eos</b> (1)(W)(W)</p> <p>Creature -- Human Soldier Ranger</p> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</p> <p>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ranger of Eos</b> (3)(W)</p> <p>Creature -- Human Soldier Ranger</p> <p>When this creature enters, you may search your library for up to two creature cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         | <p><b>Ravages of War</b> (3)(W)</p> <p>Sorcery</p> <p>Destroy all lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                |

Playtest cards - TVAmara - Duel Commander (Duel Commander League)

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 5/13 - 8 cards - 2.5 x 3.5 in each

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| <div> Razorgrass Ambush <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div> <div>----- BACK FACE -----</div> <div> Razorgrass Field <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> Recruiter of the Guard <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div> Reprieve <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Return target spell to its owner's hand.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                    | <div> Reverent Mantra <div> <div>3</div> <div>W</div> </div> </div> <div>Instant</div> <div>You may exile a white card from your hand rather than pay this spell's mana cost.<br/>Choose a color. All creatures gain protection from the chosen color until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> Rishadan Port <div>Land</div> <div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                              | <div> Samwise the Stouthearted <div> <div>1</div> <div>W</div> </div> </div> <div>Legendary Creature -- Halfling Peasant</div> <div>Flash<br/>When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> Seal from Existence <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>Ward {3} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> Seam Rip <div> <div>W</div> </div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   |

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| <b>Seasoned Dungeoneer</b> (3)(W)<br>Creature -- Human Warrior<br>When this creature enters, you take the initiative.<br>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Selfless Savior</b> (W)<br>Creature -- Dog<br>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skrelv, Defector Mite</b> (W)<br>Legendary Artifact Creature -- Phyrexian Mite<br>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)<br>Skrelv can't block.<br>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skullclamp</b> (1)<br>Artifact -- Equipment<br>Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.<br>Equip {1}<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                              | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                     | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                             | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                    |

Playtest cards - TVAmara! - Duel Commander (Duel Commander League)

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sheet 7/13 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           |
| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Soul-Guide Lantern</b> <span>1</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                            | <div> <b>Staff of the Storyteller</b> <span>1</span><span>W</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, create a 1/1 white Spirit creature token with flying. Whenever you create one or more creature tokens, put a story counter on this artifact. {W}, {T}, Remove a story counter from this artifact: Draw a card.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Starfield Shepherd</b> <span>3</span><span>W</span><span>W</span> </div> <div>Creature -- Angel</div> <div> <p>Flying<br/>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Static Prison</b> <span>W</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <b>Steel Seraph</b> <span>6</span> </div> <div>Artifact Creature -- Angel</div> <div> <p>Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)<br/>Flying<br/>At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn.</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Stoneforge Mystic</b> <span>1</span><span>W</span> </div> <div>Creature -- Kor Artificer</div> <div> <p>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>               | <div> <b>Swift Reconfiguration</b> <span>W</span> </div> <div>Enchantment -- Aura</div> <div> <p>Flash<br/>Enchant creature or Vehicle<br/>Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <b>Swords to Plowshares</b> <span>W</span> </div> <div>Instant</div> <div> <p>Exile target creature. Its controller gains life equal to its power.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                          |

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| <div>Talon Gates of Madara</div> <div>Land -- Gate</div> <div>When this land enters, up to one target creature phases out.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{4}: Put this card from your hand onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                 | <div>Tangle Wire</div> <div>Artifact</div> <div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Tectonic Edge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land.<br/>Activate only if an opponent controls four or more lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        | <div>Thalia, Guardian of Thraben</div> <div>Legendary Creature -- Human Soldier</div> <div>First strike<br/>Noncreature spells cost {1} more to cast.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>The Wandering Emperor</div> <div>Legendary Planeswalker</div> <div>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Thraben Inspector</div> <div>Creature -- Human Soldier</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   | <div>Umezawa's Jitte</div> <div>Legendary Artifact -- Equipment</div> <div>Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one --<br/>* Equipped creature gets +2/+2 until end of turn.<br/>* Target creature gets -1/-1 until end of turn.<br/>* You gain 2 life.<br/>Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Unexpectedly Absent</div> <div>Instant</div> <div>Put target nonland permanent into its owner's library just beneath the top X cards of that library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           |

Playtest cards - TVAmara! - Duel Commander (Duel Commander League)

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

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Voice of Victory</div><div>Creature -- Human Bard</div><div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)<br/>Your opponents can't cast spells during your turn.</div><div>1W</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch Enchanter</div><div>Card</div><div></div><div>OTHER FACE</div><div>Witch Enchanter</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd</div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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