Abzan Falconer {2}{W}

Creature -- Human Soldier

Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)
Each creature you control with a +1/+1 counter on it has flying.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ainok Bond-Kin {1}{W}

Creature -- Dog Soldier

Outlast {1}{W} ({1}{W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)
Each creature you control with a +1/+1 counter on it has first strike.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airbender's Reversal {1}{W}

Instant -- Lesson

Choose one --
* Destroy target attacking creature.
* Airbend target creature you control. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

All-Fates Scroll {3}

Artifact

{T}: Add one mana of any color.
{7}, {T}, Sacrifice this artifact: Draw X cards, where X is the number of differently named lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atsushi, the Blazing Sky {2}{R}{R}

Legendary Creature -- Dragon Spirit

Flying, trample
When Atsushi dies, choose one --
* Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
* Create three Treasure tokens.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azusa, Lost but Seeking {2}{G}

Legendary Creature -- Human Monk

You may play two additional lands on each of your turns.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azusa's Many Journeys {1}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- You may play an additional land this turn.
II -- You gain 3 life.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Likeness of the Seeker

Enchantment Creature -- Human Monk

Whenever this creature becomes blocked, untap up to three lands you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badgermole Cub {1}{G}

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hunt, Mikaela - Duel Commander (Duel Commander MMS @ TEG) sheet 1/8 - 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.

Bello, Bard of the Brambles {1}{R}{G}

Legendary Creature -- Raccoon Bard

During your turn, each non-Equipment artifact and non-Aura enchantment you control with mana value 4 or greater is a 4/4 Elemental creature in addition to its other types and has indestructible, haste, and "Whenever this creature deals combat damage to a player, draw a card."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Berserkers' Onslaught {3}{R}{R}

Enchantment

Attacking creatures you control have double strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Big Score {3}{R}

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightglass Gearhulk {G}{G}{W}{W}

Artifact Creature -- Construct

First strike, trample
When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bumi, Unleashed {3}{R}{G}

Legendary Creature -- Human Noble Ally

Trample
When Bumi enters, earthbend 4.
Whenever Bumi deals combat damage to a player, untap all lands you control. After this phase, there is an additional combat phase. Only land creatures can attack during that combat phase.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burgeoning {G}

Enchantment

Whenever an opponent plays a land, you may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Lantern {3}

Artifact

Lands you control have "{T}: Add one mana of any color."
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cycle of Renewal {2}{G}

Instant -- Lesson

Sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hunt, Mikaela - Duel Commander (Duel Commander MMS @ TEG) sheet 2/8 - 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.

Doubling Season {4}{G}

Enchantment

If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead.
If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Hoard {3}

Artifact

Whenever a Dragon you control enters, put a gold counter on this artifact.
{T}, Remove a gold counter from this artifact: Draw a card.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthbender Ascension {2}{G}

Enchantment

When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthbending Lesson {3}{G}

Sorcery -- Lesson

Earthbend 4. (Target land you control becomes a 0/0 creature with haste that's still a land. Put four +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earth Kingdom General {3}{G}

Creature -- Human Soldier Ally

When this creature enters, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you put one or more +1/+1 counters on a creature, you may gain that much life. Do this only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earth Rumble {3}{G}

Sorcery

Earthbend 2. When you do, up to one target creature you control fights target creature an opponent controls. (To earthbend 2, target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped. Creatures that fight each deal damage equal to their power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Encroaching Dragonstorm {3}{G}

Enchantment

When this enchantment enters, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore {1}{G}

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Frenzied Baloth {G}{G}

Creature -- Beast

This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grow from the Ashes {2}{G}

Sorcery

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Search your library for a basic land card, put it onto the battlefield, then shuffle. If this spell was kicked, instead search your library for two basic land cards, put them onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jiang Yanggu, Wildcrafter {2}{G}

Legendary Planeswalker -- Yanggu

Each creature you control with a +1/+1 counter on it has "{T}: Add one mana of any color."
[-1]: Put a +1/+1 counter on target creature.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kodama of the East Tree {4}{G}{G}

Legendary Creature -- Spirit

Reach
Whenever another permanent you control enters, if it wasn't put onto the battlefield with this ability, you may put a permanent card with equal or lesser mana value from your hand onto the battlefield.
Partner (You can have two commanders if both have partner.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lathliss, Dragon Queen {4}{R}{R}

Legendary Creature -- Dragon

Flying
Whenever another nontoken Dragon you control enters, create a 5/5 red Dragon creature token with flying.
{1}{R}: Dragons you control get +1/+0 until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loot, Exuberant Explorer {2}{G}

Legendary Creature -- Beast Noble

You may play an additional land on each of your turns.
{4}{G}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Cobra {1}{G}

Creature -- Snake

Landfall -- Whenever a land you control enters, add one mana of any color.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maskwood Nexus {4}

Artifact

Creatures you control are every creature type. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.
{3}, {T}: Create a 2/2 blue Shapeshifter creature token with changeling. (It is every creature type.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hunt, Mikaela - Duel Commander (Duel Commander MMS @ TEG) sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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Mossborn Hydra {2}{G}

Creature -- Elemental Hydra

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
This creature enters with a +1/+1 counter on it.
Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nesting Dragon {3}{R}{R}

Creature -- Dragon

Flying
Landfall -- Whenever a land you control enters, create a 0/2 red Dragon Egg creature token with defender and "When this token dies, create a 2/2 red Dragon creature token with flying and '{R}: This token gets +1/+0 until end of turn.'"

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nogi, Draco-Zealot {1}{R}{R}

Legendary Creature -- Kobold Shaman

Dragon spells you cast cost {1} less to cast.
Whenever Nogi attacks, if you control three or more Dragons, until end of turn, Nogi becomes a Dragon with base power and toughness 5/5 and gains flying.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oracle of Mul Daya {3}{G}

Creature -- Elf Shaman

You may play an additional land on each of your turns.
Play with the top card of your library revealed.
You may play lands from the top of your library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parapet Thrasher {2}{R}{R}

Creature -- Dragon

Flying
Whenever one or more Dragons you control deal combat damage to an opponent, choose one that hasn't been chosen this turn --
* Destroy target artifact that opponent controls.
* This creature deals 4 damage to each other opponent.
* Exile the top card of your library. You may play it this turn.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampaging Baloths {4}{G}{G}

Creature -- Beast

Trample
Landfall -- Whenever a land you control enters, create a 4/4 green Beast creature token.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rith, the Awakener {3}{R}{G}{W}

Legendary Creature -- Dragon

Flying
Whenever Rith deals combat damage to a player, you may pay {2}{G}. If you do, choose a color, then create a 1/1 green Saproling creature token for each permanent of that color.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rockalanche {2}{G}

Sorcery -- Lesson

Earthbend X, where X is the number of Forests you control. (Target land you control becomes a 0/0 creature with haste that's still a land. Put X +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)
Flashback {5}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hunt, Mikaela - Duel Commander (Duel Commander MMS @ TEG) sheet 5/8 - 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.

Scourge of the Throne {4}{R}{R}

Creature -- Dragon

Flying
Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)
Whenever this creature attacks for the first time each turn, if it's attacking the player with the most life or tied for most life, untap all attacking creatures. After this phase, there is an additional combat phase.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shamanic Revelation {3}{G}{G}

Sorcery

Draw a card for each creature you control.
Ferocious -- You gain 4 life for each creature you control with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springheart Nantuko {1}{G}

Enchantment Creature -- Insect Monk

Bestow {1}{G}
Enchanted creature gets +1/+1.
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starstorm {X}{R}{R}

Instant

Starstorm deals X damage to each creature.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormbreath Dragon {3}{R}{R}

Creature -- Dragon

Flying, haste, protection from white
{5}{R}{R}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)
When this creature becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tannuk, Memorial Ensign {1}{R}{G}

Legendary Creature -- Kavu Pilot

Landfall -- Whenever a land you control enters, Tannuk deals 1 damage to each opponent. If this is the second time this ability has resolved this turn, draw a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taurean Mauler {2}{R}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Vessel {2}

Artifact

You have no maximum hand size.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hunt, Mikaela - Duel Commander (Duel Commander MMS @ TEG) sheet 6/8 - 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.

Thunder Dragon {5}{R}{R}

Creature -- Dragon

Flying
When this creature enters, it deals 3 damage to each creature without flying.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toph, Greatest Earthbender {2}{R}{G}

Legendary Creature -- Human Warrior Ally

When Toph enters, earthbend X, where X is the amount of mana spent to cast her.
Land creatures you control have double strike.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toph, Hardheaded Teacher {2}{R}{G}

Legendary Creature -- Human Warrior Ally

When Toph enters, you may discard a card. If you do, return target instant or sorcery card from your graveyard to your hand.
Whenever you cast a spell, earthbend 1. If that spell is a Lesson, put an additional +1/+1 counter on that land. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toph, the Blind Bandit {2}{G}

Legendary Creature -- Human Warrior Ally

When Toph enters, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)
Toph's power is equal to the number of +1/+1 counters on lands you control.

***/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toph, the First Metalbender {1}{R}{G}{W}

Legendary Creature -- Human Warrior Ally

Nontoken artifacts you control are lands in addition to their other types. (They don't gain the ability to {T} for mana.)
At the beginning of your end step, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verix Bladewing {2}{R}{R}

Legendary Creature -- Dragon

Kicker {3} (You may pay an additional {3} as you cast this spell.)
Flying
When Verix Bladewing enters, if it was kicked, create Karox Bladewing, a legendary 4/4 red Dragon creature token with flying.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voyager Quickwelder {2}{W}

Artifact Creature -- Robot Artificer

Artifact spells you cast cost {1} less to cast.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Tutor {G}

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hunt, Mikaela - Duel Commander (Duel Commander MMS @ TEG) sheet 7/8 - 8 cards - 2.5 x 3.5 in each

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Wrenn and Seven {3}{G}{G}

Legendary Planeswalker -- Wrenn

[+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.
[0]: Put any number of land cards from your hand onto the battlefield tapped.
[-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control."
[-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size."

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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.