Agonasaur Rex {3}{G}{G}

Creature -- Dinosaur

Trample
Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Almighty Brushwagg {G}

Creature -- Brushwagg

Trample
{3}{G}: This creature gets +3/+3 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ambush Wolf {2}{G}

Creature -- Wolf

Flash (You may cast this spell any time you could cast an instant.)
When this creature enters, exile up to one target card from a graveyard.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ascendant Packleader {G}

Creature -- Wolf

This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater.
Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature.

2/1

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

Balamb T-Rexaur {4}{G}{G}

Creature -- Dinosaur

Trample
When this creature enters, you gain 3 life.
Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beanstalk Giant {6}{G}

Creature -- Giant

Beanstalk Giant's power and toughness are each equal to the number of lands you control.

/

- - - ADVENTURE - - -

Fertile Footsteps {2}{G}

Sorcery -- Adventure

Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beast Whisperer {2}{G}{G}

Creature -- Elf Druid

Whenever you cast a creature spell, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bite Down {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloomvine Regent {3}{G}{G}

Creature -- Dragon

Flying
Whenever this creature or another Dragon you control enters, you gain 3 life.

4/5

- - - ADVENTURE - - -

Claim Territory {2}{G}

Sorcery -- Omen

Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju Reaches Skyward {3}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Search your library for up to two basic Forest cards, reveal them, put them into your hand, then shuffle.
II -- Put up to one target land card from your graveyard on top of your library.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Branch of Boseiju

Enchantment Creature -- Plant

Reach
This creature gets +1/+1 for each land you control.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of Lambholt {1}{G}{G}

Creature -- Human Warrior

Creatures with power less than this creature's power can't block creatures you control.
Whenever another creature you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coliseum Behemoth {5}{G}{G}

Creature -- Beast

Trample
When this creature enters, choose one --
* Destroy target artifact or enchantment.
* Draw a card.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commune with Beavers {G}

Sorcery

Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Craterhoof Behemoth (5)(G)(G)(G)

Creature -- Beast

Haste
When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

5/5

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

Elfsworn Giant (3)(G)(G)

Creature -- Giant

Reach (This creature can block creatures with flying.)
Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token.

5/3

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

End-Raze Forerunners (5)(G)(G)(G)

Creature -- Boar

Vigilance, trample, haste
When this creature enters, other creatures you control get +2/+2 and gain vigilance and trample until end of turn.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlarge (3)(G)(G)

Sorcery

Target creature gets +7/+7 and gains trample until end of turn. It must be blocked this turn if able. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flopsie, Bumi's Buddy (4)(G)(G)

Legendary Creature -- Ape Goat

When Flopsie enters, put a +1/+1 counter on each creature you control.
Each creature you control with power 4 or greater can't be blocked by more than one creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galewind Moose {4}{G}{G}

Creature -- Elemental Elk

Flash
Reach, vigilance, trample

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorious Sunrise {3}{G}{G}

Enchantment

At the beginning of combat on your turn, choose one --
* Creatures you control get +1/+1 and gain trample until end of turn.
* Target land gains "{T}: Add {G}{G}{G}" until end of turn.
* Draw a card if you control a creature with power 3 or greater.
* You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goobbue Gardener {1}{G}

Creature -- Plant Beast

{T}: Add {G}.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafted Growth {2}{G}

Enchantment -- Aura

Enchant land
When this Aura enters, put a +1/+1 counter on target creature or Vehicle you control.
Enchanted land has "{T}: Add two mana of any one color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gran Pulse Ochu {G}

Creature -- Plant Beast

Deathtouch
{8}: Until end of turn, this creature gets +1/+1 for each permanent card in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greater Tanuki {4}{G}{G}

Enchantment Creature -- Dog

Trample
Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonize {2}{G}{G}

Sorcery

Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mimise - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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Hunter's Edge {3}{G}

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invoke the Ancients {1}{G}{G}{G}{G}

Sorcery

Create two 4/5 green Spirit creature tokens. For each of them, put your choice of a reach counter, a vigilance counter, or a trample counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keeper of Fables {3}{G}{G}

Creature -- Cat

Whenever one or more non-Human creatures you control deal combat damage to a player, draw a card.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kenrith's Transformation {1}{G}

Enchantment -- Aura

Enchant creature
When this Aura enters, draw a card.
Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. (It loses all other card types and creature types.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kogla, the Titan Ape {3}{G}{G}{G}

Legendary Creature -- Ape

When Kogla enters, it fights up to one target creature you don't control.
Whenever Kogla attacks, destroy target artifact or enchantment defending player controls.
{1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Larger Than Life {1}{G}

Sorcery

Target creature gets +4/+4 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last March of the Ents {6}{G}{G}

Sorcery

This spell can't be countered.
Draw cards equal to the greatest toughness among creatures you control, then put any number of creature cards from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lifecrafter's Bestiary {3}

Artifact

At the beginning of your upkeep, scry 1.
Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Visionary {2}{G}

Creature -- Elf Druid

When this creature enters, draw a card.
{T}: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massive Might {G}

Instant

Target creature gets +2/+2 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Nylea, Keen-Eyed {3}{G}

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to green is less than five, Nylea isn't a creature.
Creature spells you cast cost {1} less to cast.
{2}{G}: Reveal the top card of your library. If it's a creature card, put it into your hand. Otherwise, you may put it into your graveyard.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paradise Druid {1}{G}

Creature -- Elf Druid

This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)
{T}: Add one mana of any color.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Preposterous Proportions {5}{G}{G}

Sorcery

Creatures you control get +10/+10 and gain vigilance until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quakestrider Ceratops {3}{G}{G}{G}

Creature -- Dinosaur

12/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quickbeam, Upstart Ent {4}{G}{G}

Legendary Creature -- Treefolk

Whenever Quickbeam or another Treefolk you control enters, up to two target creatures each get +2/+2 and gain trample until end of turn.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rainveil Rejuvenator {3}{G}

Creature -- Elephant Druid

When this creature enters, you may mill three cards. (You may put the top three cards of your library into your graveyard.)
{T}: Add an amount of {G} equal to this creature's power.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampant Growth {1}{G}

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample.
When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Audience {1}{G}

Creature -- Human Citizen

{T}: Add {G}. If you control a creature with power 4 or greater, add {G}{G} instead.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return of the Wildspeaker {4}{G}

Instant

Choose one --
* Draw cards equal to the greatest power among non-Human creatures you control.
* Non-Human creatures you control get +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Roaring Earth {1}{G}

Enchantment

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature or Vehicle you control.
Channel -- {X}{G}{G}, Discard this card: Put X +1/+1 counters on target land you control. It becomes a 0/0 green Spirit creature with haste. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saber-Tooth Moose-Lion {4}{G}{G}

Creature -- Elk Cat

Reach
Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shower of Arrows {2}{G}

Instant

Destroy target artifact, enchantment, or creature with flying. Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skalla Wolf {3}{G}{G}

Creature -- Wolf Spirit

When this creature enters, look at the top five cards of your library. You may reveal a green card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spry and Mighty {4}{G}

Sorcery

Choose exactly two creatures you control. You draw X cards and the chosen creatures get +X/+X and gain trample until end of turn, where X is the difference between the chosen creatures' powers.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo's Safekeeping {G}

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Earth King {3}{G}

Legendary Creature -- Human Noble Ally

When The Earth King enters, create a 4/4 green Bear creature token. Whenever one or more creatures you control with power 4 or greater attack, search your library for up to that many basic land cards, put them onto the battlefield tapped, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mimise - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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Thrashing Brontodon {1}{G}{G}

Creature -- Dinosaur

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topiary Stomper {1}{G}{G}

Creature -- Plant Dinosaur

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
This creature can't attack or block unless you control seven or more lands.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undergrowth Leopard {1}{G}

Creature -- Cat

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorvo, Lord of Garenbrig {G}{G}{G}

Legendary Creature -- Giant Noble

Yorvo enters with four +1/+1 counters on it.
Whenever another green creature you control enters, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mimise - 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.