Biogenic Upgrade {4}{G}{G}

Sorcery

Distribute three +1/+1 counters among one, two, or three target creatures, then double the number of +1/+1 counters on each of those creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biogenic Upgrade {4}{G}{G}

Sorcery

Distribute three +1/+1 counters among one, two, or three target creatures, then double the number of +1/+1 counters on each of those creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doc Samson, Super Psychiatrist {4}{G}

Legendary Creature -- Gamma Doctor Hero

If you would put one or more counters on a permanent you control, put that many plus one of each of those kinds of counters on that permanent instead.
{T}: Add X mana of any one color, where X is Doc Samson's power.

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/8 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Wundagore {1}{G}

Creature -- Cat Knight Villain

Trample
Whenever you put a +1/+1 counter on another creature, put a +1/+1 counter on this creature. This ability triggers only once each turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of the World Ooze {3}{G}{G}{G}

Enchantment

Creatures you control have base power and toughness 6/6 and are Oozes in addition to their other types.
Whenever an opponent casts a spell, if it's not their turn, you create a 3/3 green Elephant creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Mutant BFF {2}{G}{G}

Legendary Creature -- Mutant Ninja Turtle

Each creature you control with a counter on it can't be blocked by more than one creature.
Whenever Michelangelo enters or attacks, create a Mutagen token. (It's an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Weirdness to 11 {1}{G}

Legendary Creature -- Mutant Ninja Turtle

When Michelangelo enters, create a Mutagen token. (It's an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/8 - 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.

Midnight Tilling {1}{G}

Instant

Mill four cards, then you may return a permanent card from among them to your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ooze Patrol {3}{G}

Creature -- Ooze

When this creature enters, mill two cards, then put a +1/+1 counter on this creature for each artifact and/or creature card in your graveyard. (To mill two cards, put the top two cards of your library into your graveyard.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornery Tumblewagg {2}{G}

Creature -- Brushwagg Mount

At the beginning of combat on your turn, put a +1/+1 counter on target creature.
Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature.
Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Predator Ooze {G}{G}{G}

Creature -- Ooze

Indestructible (Damage and effects that say "destroy" don't destroy this creature.)
Whenever this creature attacks, put a +1/+1 counter on it.
Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quilled Greatwurm {4}{G}{G}

Creature -- Wurm

Trample
Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.)
You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Fang {2}{G}

Creature -- Human Druid

When this creature enters, put a +1/+1 counter on target creature.
Renew -- {3}{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature, then double the number of +1/+1 counters on that creature. Activate only as a sorcery.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/8 - 8 cards - 2.5 x 3.5 in each

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Scavenging Ooze 1G

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slime Against Humanity 2G

Sorcery

Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity.
A deck can have any number of cards named Slime Against Humanity.

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/8 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/8 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Studious First-Year G

Creature -- Bear Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/1

- - - OTHER FACE - - -

Rampant Growth 1G

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

Terrasymbiosis 2G

Enchantment

Whenever you put one or more +1/+1 counters on a creature you control, you may draw that many cards. Do this only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terrian, World Tyrant 2GGG

Legendary Creature -- Dinosaur Ooze

9/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Earth Crystal 2GG

Legendary Artifact

Green spells you cast cost {1} less to cast.
If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.
{4}{G}{G}, {T}: Distribute two +1/+1 counters among one or two target creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

World War Hulk 3GG

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- The next red or green creature spell you cast this turn can be cast without paying its mana cost.
II -- Put three +1/+1 counters on target creature you control.
III -- Choose target creature you control. Until end of turn, double its power and toughness and it gains trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/8 - 8 cards - 2.5 x 3.5 in each

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