

Bristly Bill, Spine Sower (1)(6) Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower (1)(6) Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doubling Season (4)(6) 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	Felling Blow (2)(6) Sorcery Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

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2 G

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck) sheet 5/9 - 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.

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	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	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	Prime Speaker Zegana (2)(G)(G)(U)(U) Legendary Creature -- Merfolk Wizard Prime Speaker Zegana enters with X +1/+1 counters on it, where X is the greatest power among other creatures you control. When Prime Speaker Zegana enters, draw cards equal to its power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rubblebelt Maverick (G) Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rubblebelt Maverick (G) Creature -- Human Detective When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze (1)(G) 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	Snakeskin Veil (G) Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scavenging Enchantment At the beginning of your end step, choose one -- * Put a +1/+1 counter on target creature you control. * Create a 3/3 green Raccoon creature token if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Goose Mother Legendary Creature -- Bird Hydra Flying The Goose Mother enters with X +1/+1 counters on it. When The Goose Mother enters, create half X Food tokens, rounded up. Whenever The Goose Mother attacks, you may sacrifice a Food. If you do, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Throw from the Saddle Sorcery Target creature you control gets +1/+1 until end of turn. Put a +1/+1 counter on it instead if it's a Mount. Then it deals damage equal to its power to target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivien Reid Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wildwood Scourge X G Creature -- Hydra This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildwood Scourge X G Creature -- Hydra This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zimone, Paradox Sculptor 2 G U Legendary Creature -- Human Wizard At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures you control. {G}{U}, {T}: Double the number of each kind of counter on up to two target creatures and/or artifacts you control. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zimone, Paradox Sculptor 2 G U Legendary Creature -- Human Wizard At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures you control. {G}{U}, {T}: Double the number of each kind of counter on up to two target creatures and/or artifacts you control. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
An Offer You Can't Refuse U Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	An Offer You Can't Refuse U Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Gift 1 G Instant Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Gift 1 G Instant Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Refute 1 U U Instant Counter target spell. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrun, Breaker of Silence 3 G G Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trygon Predator 1 G U Creature -- Beast Flying Whenever this creature deals combat damage to a player, you may destroy target artifact or enchantment that player controls. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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