

Axebane Ferox (2)(G)(G) Creature -- Beast Deathtouch, haste Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristlebud Farmer (2)(G)(G) Creature -- Plant Druid Trample When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower (1)(G) 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)(G) 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
Cenote Scout (G) Creature -- Merfolk Scout When this creature enters, 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 this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout (G) Creature -- Merfolk Scout When this creature enters, 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 this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout (G) Creature -- Merfolk Scout When this creature enters, 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 this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cenote Scout (G) Creature -- Merfolk Scout When this creature enters, 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 this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doomskar Warrior (2)(G)(G) Creature -- Human Warrior Backup 1 Trample Whenever this creature deals combat damage to a player or battle, look at that many cards from the top 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. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Adaptive (G) Creature -- Phyrexian Warrior This creature enters with an oil counter on it. This creature gets +1/+1 for each oil counter on it. Whenever another creature you control enters, if that creature has greater power or toughness than this creature, put an oil counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Adaptive (G) Creature -- Phyrexian Warrior This creature enters with an oil counter on it. This creature gets +1/+1 for each oil counter on it. Whenever another creature you control enters, if that creature has greater power or toughness than this creature, put an oil counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Adaptive (G) Creature -- Phyrexian Warrior This creature enters with an oil counter on it. This creature gets +1/+1 for each oil counter on it. Whenever another creature you control enters, if that creature has greater power or toughness than this creature, put an oil counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Flourishing Bloom-Kin 16 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flourishing Bloom-Kin 16 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flourishing Bloom-Kin 16 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Hydra Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Hydra Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hard-Hitting Question Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mishra's Foundry

Land

{T}: Add {C}.
{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.

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Obstinate Baloth (2)(G)(G)

Creature -- Beast

When this creature enters, you gain 4 life.
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

4/4

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 6/10 - 8 cards - 2.5 x 3.5 in each

Ornery Tumblewagg (2)(6) 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)(6) 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)(6) 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	Quirion Beastcaller (1)(6) Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Quirion Beastcaller (1)(6) Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Beastcaller (1)(6) Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(6) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(6) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth (2)(6)(6) Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrun, Breaker of Silence ③⑥⑥ 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	Tranquil Frillback ②⑥ Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Frillback ②⑥ Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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