Beorn the Fierce {3}{G}{G}

Legendary Creature -- Bear Shapeshifter Warrior

Trample
Other Bears you control get +2/+2.
At the beginning of combat on your turn, put a trample counter on up to one target creature you control. It becomes a Bear in addition to its other types. Then if you control three or more Bears, draw two cards.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dancing from Dark to Dawn {3}{G}{G}

Enchantment

Whenever you cast a creature spell, put X +1/+1 counters on target creature you control, where X is that spell's mana value.
Landfall -- Whenever a land you control enters, create a 2/2 green Bear creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dredger's Insight {1}{G}

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.
When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flourishing Bloom-Kin {1}{G}

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard-Hitting Question (G)

Sorcery

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

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Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 6/10 - 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.

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

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4/2

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 7/10 - 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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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vastlands Scavenger {1}{G}{G}

Creature -- Bear Druid

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

4/4

- - - OTHER FACE - - -

Bind to Life {4}{G}

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attercop {1}{G}

Creature -- Spider

Reach, deathtouch
Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandman, Shifting Scoundrel {1}{G}{G}

Legendary Creature -- Sand Elemental Villain

Sandman's power and toughness are each equal to the number of lands you control.
Sandman can't be blocked by creatures with power 2 or less.
{3}{G}{G}: Return this card and target land card from your graveyard to the battlefield tapped.

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapshooter {1}{G}{G}

Creature -- Raccoon Archer

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)
Reach
When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

[sideboard]

4/4

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Reach
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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunderous Velocipede {1}{G}{G}

Artifact -- Vehicle

Trample
Each other Vehicle and creature you control enters with an additional +1/+1 counter on it if its mana value is 4 or less. Otherwise, it enters with three additional +1/+1 counters on it.
Crew 3

[sideboard]

5/5

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[sideboard]

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Twitching Doll 1G

Artifact Creature -- Spider Toy

{T}: Add one mana of any color. Put a nest counter on this creature. {T}, Sacrifice this creature: Create a 2/2 green Spider creature token with reach for each counter on this creature. Activate only as a sorcery.

[sideboard]

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group 50F13D (Tenured Tethermag sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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