

Blooming Blast 1R Instant Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Blooming Blast deals 2 damage to target creature. If the gift was promised, Blooming Blast also deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Blast 1R Instant Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Blooming Blast deals 2 damage to target creature. If the gift was promised, Blooming Blast also deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumb and Get It W Instant Gift a Food (You may promise an opponent a gift as you cast this spell. If you do, they create a Food token before its other effects. It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Target creature you control gets +2/+2 until end of turn. If the gift was promised, that creature also gains indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumb and Get It W Instant Gift a Food (You may promise an opponent a gift as you cast this spell. If you do, they create a Food token before its other effects. It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Target creature you control gets +2/+2 until end of turn. If the gift was promised, that creature also gains indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flowerfoot Swordmaster W Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, Mice you control get +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flowerfoot Swordmaster W Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, Mice you control get +1/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero R Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jump Scare W Instant Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Resonance (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Resonance (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Resonance (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Resonance (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lupinflower Village Land {T}: Add {C}. {T}: Add {W}. Spend this mana only to cast a creature spell. {1}{W}, {T}, Sacrifice this land: Look at the top six cards of your library. You may reveal a Bat, Bird, Mouse, or Rabbit card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mabel, Heir to Cragflame (1)(R)(W) Legendary Creature -- Mouse Soldier Other Mice you control get +1/+1. When Mabel enters, create Cragflame, a legendary colorless Equipment artifact token with "Equipped creature gets +1/+1 and has vigilance, trample, and haste" and equip {2}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mabel's Mettle (1)(W) Instant Target creature gets +2/+2 until end of turn. Up to one other target creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mabel's Mettle 1 W Instant Target creature gets +2/+2 until end of turn. Up to one other target creature gets +1/+1 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manifold Mouse 1 R Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Might of the Meek R Instant Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Might of the Meek R Instant Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Might of the Meek R Instant Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Roughshod Duo2R Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roughshod Duo2R Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roughshod Duo2R Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roughshod Duo2R Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) As an additional cost to cast this spell, discard a card. Target player draws two cards. If the gift was promised, target creature you control gets +2/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
As an additional cost to cast this spell, discard a card.
Target player draws two cards. If the gift was promised, target creature you control gets +2/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

Vigilance, haste
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

Vigilance, haste
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedqlaive Mentor ①②③

Vigilance, haste
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedqlaive Mentor (1)(R)(W)

Vigilance, haste
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Out the Trash (1)(R)

Take Out the Trash deals 3 damage to target creature or planeswalker. If you control a Raccoon, you may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Out the Trash (1)(R)

Take Out the Trash deals 3 damage to target creature or planeswalker. If you control a Raccoon, you may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ (R/W)

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, it gets +1/+0 and gains first strike until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R/W

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, it gets +1/+0 and gains first strike until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev