

Burrowguard Mentor (G)(W) Creature -- Rabbit Soldier Trample Burrowguard Mentor's power and toughness are each equal to the number of creatures you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushy Bodyguard (1)(G) Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Calamitous Tide (4)(U)(U) Sorcery Return up to two target creatures to their owners' hands. Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cruelclaw's Heist (B)(B) Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. 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	Daggerfang Duo (2)(B) Creature -- Rat Squirrel Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Downdraft (3)(U) Instant This spell costs {1} less to cast if it targets an attacking or tapped creature. Target creature's owner puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dire Downdraft 3 U Instant This spell costs {1} less to cast if it targets an attacking or tapped creature. Target creature's owner puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diresight 2 B Sorcery Surveil 2, then draw two cards. You lose 2 life. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eddymurk Crab 5 U U Creature -- Elemental Crab Flash This spell costs {1} less to cast for each instant and sorcery card in your graveyard. This creature enters tapped if it's not your turn. When this creature enters, tap up to two target creatures. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emberheart Challenger 1 R Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flamecache Gecko 1 R Creature -- Lizard Warlock When this creature enters, if an opponent lost life this turn, add {B}{R}. {1}{R}, Discard a card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Bell 1 Artifact When this artifact enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. {1}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harnesser of Storms 2 R Creature -- Otter Wizard Whenever you cast a noncreature or Otter spell, you may exile the top card of your library. Until end of turn, you may play that card. This ability triggers only once each turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harnesser of Storms 2 R Creature -- Otter Wizard Whenever you cast a noncreature or Otter spell, you may exile the top card of your library. Until end of turn, you may play that card. This ability triggers only once each turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harvestrite Host 2W Creature -- Rabbit Citizen Whenever this creature or another Rabbit you control enters, target creature you control gets +1/+0 until end of turn. Then draw a card if this is the second time this ability has resolved this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Head of the Homestead 36/W6/W Creature -- Rabbit Citizen When this creature enters, create two 1/1 white Rabbit creature tokens. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heaped Harvest 2G Artifact -- Food When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hoarder's Overflow 1R Enchantment When this enchantment enters and whenever you expend 4, put a stash counter on it. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {1}{R}, Sacrifice this enchantment: Discard your hand, then draw cards equal to the number of stash counters on this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher B Creature -- Lizard Assassin 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.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Junkblade Bruiser 3R/GR/G Creature -- Raccoon Berserker Trample Whenever you expend 4, this creature gets +2/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Junkblade Bruiser 3R/GR/G Creature -- Raccoon Berserker Trample Whenever you expend 4, this creature gets +2/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Oughtomation - Limited (Pull N Play Sealed League)

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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 4/10 - 8 cards - 2.5 x 3.5 in each

Kindlespark Duo (2)(R) Creature -- Lizard Otter {T}: This creature deals 1 damage to target opponent. Whenever you cast a noncreature spell, untap this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Long River's Pull (U)(U) Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonrise Cleric (1)(W/B)(W/B) Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonstone Harbinger (2)(B) Creature -- Bat Warrior Flying, deathtouch Whenever you gain or lose life during your turn, Bats you control get +1/+0 and gain deathtouch until end of turn. This ability triggers only once each turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mouse Trapper (2)(W) Creature -- Mouse Soldier Flash Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, tap target creature an opponent controls. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muerra, Trash Tactician (1)(R)(G) Legendary Creature -- Raccoon Warrior At the beginning of your first main phase, add {R} or {G} for each Raccoon you control. Whenever you expend 4, you gain 3 life. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) Whenever you expend 8, exile the top two cards of your library. Until the end of your next turn, you may play those cards. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightwhorl Hermit (2)(U) Creature -- Rat Rogue Vigilance Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+0 and can't be blocked. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Osteomancer Adept (1)(B) Creature -- Squirrel Warlock Deathtouch {T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell costs {1} less to cast if you control an Otter.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

This creature gets +1/+0 for each other Rat you control.

Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Flying
Whenever this creature or another creature you control with flying enters, put a +1/+1 counter on target creature you control without flying.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Affinity for Frogs (This spell costs {1} less to cast for each Frog you control.)
Target creature you control deals damage equal to twice its power to target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target opponent discards two cards. Then if you control a Rat, 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target opponent discards two cards. Then if you control a Rat, 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

Creatures you control get +2/+1 until end of turn. If you control a Rabbit, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabbit Response 2 W W Instant Creatures you control get +2/+1 until end of turn. If you control a Rabbit, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Away Together 1 U Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rust-Shield Rampager 3 G Token Creature -- Raccoon Warrior This creature can't be blocked by creatures with power 2 or less. (This token's mana cost is {3}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scales of Shale 2 B Instant Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.) Target creature gets +2/+0 and gains lifelink and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Slight Malfunction 1 R Sorcery Choose one -- * Destroy target artifact. * Roll a six-sided die. When you do, Slight Malfunction deals 1 damage to each of up to X target creatures, where X is the result. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sonar Strike 1 W Instant Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sonar Strike 1 W Instant Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starfall Invocation 3 W W Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Destroy all creatures. If the gift was promised, return a creature card put into your graveyard this way to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starforged Sword ④ Artifact -- Equipment Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they create a tapped 1/1 blue Fish creature token.) When this Equipment enters, if the gift was promised, attach this Equipment to target creature you control. Equipped creature gets +3/+3 and loses flying. Equip {3} 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steampath Charger ①R Creature -- Lizard Warlock 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.) When this creature dies, it deals 1 damage to target player. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steampath Charger ①R Creature -- Lizard Warlock 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.) When this creature dies, it deals 1 damage to target player. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stickytongue Sentinel ②G Creature -- Frog Warrior Reach When this creature enters, return up to one other target permanent you control to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stocking the Pantry ⑥ Enchantment Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment. {2}, Remove a supply counter from this enchantment: Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Tumbler ③ Artifact -- Vehicle Vigilance {3}, {T}: Put a +1/+1 counter on target creature. Tap two untapped tokens you control: This Vehicle becomes an artifact creature until end of turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tempest Angler ①U/RU/R Creature -- Otter Wizard Whenever you cast a noncreature spell, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Tree Mascot ② Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) {1}: Add one mana of any color. Activate only once each turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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{T}: Add one mana of any color.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Menace
Threshold -- When this creature enters, if there are seven or more cards in your graveyard, return up to one target nonland permanent to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Reach
When this creature enters, you may forage. If you do, draw a card. (To forage, exile three cards from your graveyard or sacrifice a Food.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Trample
Whenever another Frog, Rabbit,
Raccoon, or Squirrel you control
enters, put a +1/+1 counter on this
creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Menace
Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Veteran Guardmouse (3)(R/W) Creature -- Mouse Soldier 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	War Squeak (R) Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste.	War Squeak (R) Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste.	Waterspout Warden (2)(U) Creature -- Frog Soldier Whenever this creature attacks, if another creature entered the battlefield under your control this turn, this creature gains flying until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wax-Wane Witness (3)(W) Creature -- Bat Cleric Flying, vigilance Whenever you gain or lose life during your turn, this creature gets +1/+0 until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wax-Wane Witness (3)(W) Creature -- Bat Cleric Flying, vigilance Whenever you gain or lose life during your turn, this creature gets +1/+0 until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildfire Howl (1)(R)(R) Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Wildfire Howl deals 2 damage to each creature. If the gift was promised, instead Wildfire Howl deals 1 damage to any target and 2 damage to each creature.	

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sheet 10/10 - 7 cards - 2.5 x 3.5 in each