

Alania's Pathmaker (3)(R) Creature -- Otter Wizard When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alania's Pathmaker (3)(R) Creature -- Otter Wizard When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkform Harvester (3) Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) Reach {2}: Put target card from your graveyard on the bottom of your library. 2/3 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
Conduct Electricity (4)(R) Instant Conduct Electricity deals 6 damage to target creature and 2 damage to up to one target creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduct Electricity (4)(R) Instant Conduct Electricity deals 6 damage to target creature and 2 damage to up to one target creature token. 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

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	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	Daring Waverider (4)(U)(U) Creature -- Otter Wizard When this creature enters, you may cast target instant or sorcery card with mana value 4 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 4/4 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	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feed the Cycle (1)(B) Instant As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Finch Formation (2)(U) Token Creature -- Bird Scout Flying When this creature enters, target creature you control gains flying until end of turn. (This token's mana cost is {2}{U}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Finch Formation 2U Token Creature -- Bird Scout Flying When this creature enters, target creature you control gains flying until end of turn. (This token's mana cost is {2}{U}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireglass Mentor BR Creature -- Lizard Warlock At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card. 2/1 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	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
Frilled Sparkshooter 3R Creature -- Lizard Archer Reach, menace This creature enters with a +1/+1 counter on it if an opponent lost life this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galewind Moose 4GG Creature -- Elemental Elk Flash Reach, vigilance, trample 6/6 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 (1)(R) 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	Hoarder's Overflow (1)(R) 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	Hoarder's Overflow (1)(R) 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	Hunter's Talent (1)(G) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. 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	Knightfisher (3)(U)(U) Creature -- Bird Knight Flying Whenever another nontoken Bird you control enters, create a 1/1 blue Fish creature token. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightshell Duo (3)(U) Creature -- Rat Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lilypad Village Land {T}: Add {C}. {T}: Add {U}. Spend this mana only to cast a creature spell. {U}, {T}: Surveil 2. Activate only if a Bird, Frog, Otter, or Rat entered the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longstalk Brawl (G) Sorcery 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.) Choose target creature you control and target creature you don't control. Put a +1/+1 counter on the creature you control if the gift was promised. Then those creatures fight each other. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Mind Drill Assailant (2)(U/B)(U/B) Creature -- Rat Warlock Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+0. {2}{U/B}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 2/5 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	Otterball Antics (1)(U) Sorcery Create a 1/1 blue and red Otter creature token with prowess. If this spell was cast from anywhere other than your hand, put a +1/+1 counter on that creature. (Whenever you cast a noncreature spell, a creature with prowess gets +1/+1 until end of turn.) Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patchwork Banner (3) Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pearl of Wisdom (2)(U) Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards.	Pearl of Wisdom (2)(U) Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards.	Playful Shove (1)(R) Sorcery Playful Shove deals 1 damage to any target. Draw a card.	Pond Prophet (6/U)(6/U) Creature -- Frog Advisor When this creature enters, draw a card. 1/1
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.)	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.)	Ravine Raider (B) Creature -- Lizard Rogue Menace (This creature can't be blocked except by two or more creatures.) {1}{B}: This creature gets +1/+1 until end of turn. 1/1	Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.
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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	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	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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Short Bow (2) Artifact -- Equipment Equipped creature gets +1/+1 and has reach and vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shrike Force (2)(W) Creature -- Bird Knight Flying, double strike, vigilance 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinister Monolith (3)(B) Artifact At the beginning of combat on your turn, each opponent loses 1 life and you gain 1 life. {T}, Pay 2 life, Sacrifice this artifact: Draw two cards. Activate only as a sorcery. 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	Splash Portal (U) Sorcery Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Star Charter (3)(W) Creature -- Bat Cleric Flying At the beginning of your end step, if you gained or lost life this turn, look at the top four cards of your library. You may reveal a creature card with power 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stargaze (X)(B)(B) Sorcery Look at twice X cards from the top of your library. Put X cards from among them into your hand and the rest into your graveyard. You lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stickytongue Sentinel (2)(G) 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 PLAY botbox.dev	Stickytongue Sentinel (2)(G) 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 PLAY botbox.dev
Sunspine Lynx (2)(R)(R) Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Take Out the Trash (1)(R) Instant 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	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 PLAY botbox.dev	Tempest Angler (1)(U/R)(U/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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Three Tree Rootweaver ①⑥ Creature -- Mole Druid {T}: Add one mana of any color. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treeguard Duo ③⑥ Creature -- Frog Rabbit 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
Treeguard Duo ③⑥ Creature -- Frog Rabbit 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	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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waterspout Warden ②④ 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

Waterspout Warden

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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

Whiskerquill Scribe

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Creature -- Mouse Citizen

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, you may discard a card. If you do, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wick's Patrol

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Creature -- Rat Warlock

When this creature enters, mill three cards. When you do, target creature an opponent controls gets -X/-X until end of turn, where X is the greatest mana value among cards in your graveyard.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoraline, Cosmos Caller (1)(W)(B)

1WB

Legendary Creature -- Bat Cleric

Flying, vigilance
Whenever a Bat you control attacks,
you gain 1 life.
Whenever Zoraline enters or attacks,
you may pay {W}{B} and 2 life. When
you do, return target nonland
permanent card with mana value 3 or
less from your graveyard to the
battlefield with a finality counter
on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev