

Agate Assault (2)(R) Sorcery Choose one -- * Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bakersbane Duo (1)(G) Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bark-Knuckle Boxer (1)(G) Creature -- Raccoon Berserker Whenever you expend 4, this creature gains indestructible 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 PLAY botbox.dev	Blacksmith's Talent (R) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brave-Kin Duo (W) Creature -- Rabbit Mouse {1}, {T}: Target creature gets +1/+1 until end of turn. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Builder's Talent (1)(W) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 0/4 white Wall creature token with defender. {W}: Level 2 Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield. 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Camellia, the Seedmiser (1)(B)(G) Legendary Creature -- Squirrel Warlock Menace Other Squirrels you control have menace. Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token. {2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nemesis1 - Limited (Pull N Play Sealed League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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	Fireglass Mentor (B)(R) 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	Fireglass Mentor (B)(R) 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	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
Glidedive Duo (4)(B) Creature -- Bat Lizard Flying When this creature enters, each opponent loses 2 life and you gain 2 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazardroot Herbalist (2)(G) Creature -- Rabbit Druid Whenever you attack, target creature you control gets +1/+0 until end of turn. If that creature is a token, it also gains deathtouch until end of turn. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Head of the Homestead (3)(G/W)(G/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 (2)(G) 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

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sheet 3/10 - 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	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	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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Longstalk Brawl (6) 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	Longstalk Brawl (6) 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	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	Mind Spiral (4)(U) 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.) Target player draws three cards. If the gift was promised, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

At the beginning of your upkeep, return another creature you control to its owner's hand. If you do, put a +1/+1 counter on this creature. Otherwise, you may return this creature to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (W/B) (W/B)

Flying
Whenever this creature attacks, you
gain 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, it gets +0/+2 until end of turn.

{1}, Sacrifice this creature: Destroy target artifact or enchantment.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.")

Destroy target creature. If the gift wasn't promised, you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{T}: Add {G}. Spend this mana only to cast a creature spell.
{G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{T}: Add {G}. Spend this mana only
to cast a creature spell.
{G}, {T}: Put a +1/+1 counter on
each Frog, Rabbit, Raccoon, or
Squirrel you control that entered
the battlefield this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash
Flying
When this creature enters, target creature you control gains hexproof until end of turn.

2/1

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

Rabid Gnaw 1 R Instant Target creature you control gets +1/+0 until end of turn. Then it deals damage equal to its power to target creature you don't control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Savor 1 B Instant Target creature gets -2/-2 until end of turn. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sazacap's Brew 1 R Instant 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Warrenguard W Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Warrenguard W Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Shore Up U Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) 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	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	Skyskipper Duo 4 U Creature -- Bird Frog Flying When this creature enters, exile up to one other target creature you control. Return it to the battlefield under its owner's control at the beginning of the next end step. 3/3 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	Starscape Cleric 1 B Creature -- Bat Cleric Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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

2 G

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

③ ④

Haste
Whenever you cast an instant or sorcery spell, create a token that's a copy of this creature. Exile that token at the beginning of the next end step.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

3 R

Menace
Whenever you expend 4, this creature deals 2 damage to each opponent.
(You expend 4 as you spend your fourth total mana to cast spells during a turn.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U/R U/R

Whenever you cast a noncreature spell, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

As Three Tree City enters, choose a creature type.

{T}: Add {C}.

{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U B

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

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Treetop Sentries (3)(G) Creature -- Squirrel Archer 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	Uncharted Haven 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	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	Vren, the Relentless (2)(U)(B) Legendary Creature -- Rat Rogue Ward {2} If a creature an opponent controls would die, exile it instead. At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Warren Elder (1)(W) Creature -- Rabbit Cleric {3}{W}: Creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Warleader (2)(W)(W) Creature -- Rabbit Knight 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.) Whenever you attack, choose one -- * Create a 1/1 white Rabbit creature token that's tapped and attacking. * Attacking creatures you control get +1/+1 until end of turn. 4/4 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Whiskerquill Scribe (1)(R) 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	Whiskervale Forerunner (3)(W) Creature -- Mouse Bard Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, look at the top five cards of your library. You may reveal a creature card with mana value 3 or less from among them. You may put it onto the battlefield if it's your turn. If you don't put it onto the battlefield, put it into your hand. Put the rest on the bottom of your library in a random order. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whiskervale Forerunner (3)(W) Creature -- Mouse Bard Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, look at the top five cards of your library. You may reveal a creature card with mana value 3 or less from among them. You may put it onto the battlefield if it's your turn. If you don't put it onto the battlefield, put it into your hand. Put the rest on the bottom of your library in a random order. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wishing Well (3)(U) Artifact {T}: Put a coin counter on this artifact. When you do, you may cast target instant or sorcery card with mana value equal to the number of coin counters on this artifact from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			

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