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| <p><b>Calamitous Tide</b> (4)(U)(U)</p> <p>Sorcery</p> <p>Return up to two target creatures to their owners' hands. Draw two cards, then discard a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                              | <p><b>Carrot Cake</b> (1)(W)</p> <p>Artifact -- Food</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cindering Cutthroat</b> (2)(B/R)</p> <p>Creature -- Lizard Assassin</p> <p>This creature enters with a +1/+1 counter on it if an opponent lost life this turn. {1}{B/R}: This creature gains menace until end of turn. (It can't be blocked except by two or more creatures.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Clifftop Lookout</b> (2)(G)</p> <p>Creature -- Frog Scout</p> <p>Reach</p> <p>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.</p> <p>[sideboard]</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Corpseberry Cultivator</b> (1)(B/G)(B/G)</p> <p>Creature -- Squirrel Warlock</p> <p>At the beginning of combat on your turn, you may forage. (Exile three cards from your graveyard or sacrifice a Food.) Whenever you forage, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Curious Forager</b> (2)(G)</p> <p>Creature -- Squirrel Druid</p> <p>When this creature enters, you may forage. When you do, return target permanent card from your graveyard to your hand. (To forage, exile three cards from your graveyard or sacrifice a Food.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                    | <p><b>Daggerfang Duo</b> (2)(B)</p> <p>Creature -- Rat Squirrel</p> <p>Deathtouch</p> <p>When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                    | <p><b>Dire Downdraft</b> (3)(U)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             |

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| <b>Driftgloom Coyote</b> (3)(W)(W)<br>Creature -- Elemental Coyote<br>When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. If that creature had power 2 or less, put a +1/+1 counter on this creature.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fecund Greenshell</b> (3)(G)(G)<br>Creature -- Elemental Turtle<br>Reach<br>As long as you control ten or more lands, creatures you control get +2/+2.<br>Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.<br>[sideboard]<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Finch Formation</b> (2)(U)<br>Token Creature -- Bird Scout<br>Flying<br>When this creature enters, target creature you control gains flying until end of turn.<br>(This token's mana cost is {2}{U}.)<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fireglass Mentor</b> (B)(R)<br>Creature -- Lizard Warlock<br>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.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev             | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                        | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                  | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         |

①

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.

② ③

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

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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

**G**

Target creature gets +1/+3 and gains reach until end of turn. Untap it.

② ② W

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

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②③

Offspring {1} (You may pay an additional {1} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)  
When this creature enters, target creature you control gets +1/+1 until end of turn.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Head of the Homestead 3 G/W G/W

When this creature enters, create two 1/1 white Rabbit creature tokens.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Offspring {1} (You may pay an additional {1} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)  
When this creature enters, target creature you control gets +1/+1 until end of turn.

3/2

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                          | <div> <b>Junkblade Bruiser</b> 3 R R </div> <div> Creature -- Raccoon Berserker </div> <div> Trample<br/>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.) </div> <div> [sideboard] </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Kindlespark Duo</b> 2 R </div> <div> Creature -- Lizard Otter </div> <div> {T}: This creature deals 1 damage to target opponent.<br/>Whenever you cast a noncreature spell, untap this creature. </div> <div> [sideboard] </div> <div> 1/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Longstalk Brawl</b> 6 </div> <div> Sorcery </div> <div> 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.)<br/>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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                              |
| <div> <b>Lunar Convocation</b> W B </div> <div> Enchantment </div> <div> At the beginning of your end step, if you gained life this turn, each opponent loses 1 life.<br/>At the beginning of your end step, if you gained and lost life this turn, create a 1/1 black Bat creature token with flying.<br/>{1}{B}, Pay 2 life: Draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mabel's Mettle</b> 1 W </div> <div> Instant </div> <div> Target creature gets +2/+2 until end of turn. Up to one other target creature gets +1/+1 until end of turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                 | <div> <b>Might of the Meek</b> R </div> <div> Instant </div> <div> Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br/>Draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                          | <div> <b>Mind Spiral</b> 4 U </div> <div> Sorcery </div> <div> 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.)<br/>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.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Mindwhisker</b> (2)(U)<br>Creature -- Rat Wizard<br>At the beginning of your upkeep, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>Threshold -- As long as there are seven or more cards in your graveyard, creatures your opponents control get -1/-0.<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Mindwhisker</b> (2)(U)<br>Creature -- Rat Wizard<br>At the beginning of your upkeep, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>Threshold -- As long as there are seven or more cards in your graveyard, creatures your opponents control get -1/-0.<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nettle Guard</b> (1)(W)<br>Creature -- Mouse Soldier<br>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.<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nocturnal Hunger</b> (2)(B)<br>Instant<br>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.")<br>Destroy target creature. If the gift wasn't promised, you lose 2 life.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                            |
| <b>Nocturnal Hunger</b> (2)(B)<br>Instant<br>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.")<br>Destroy target creature. If the gift wasn't promised, you lose 2 life.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Oakhollow Village</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {G}. Spend this mana only to cast a creature spell.<br>{G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Overprotect</b> (1)(G)<br>Instant<br>Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                        | <b>Pawpatch Recruit</b> (G)<br>Creature -- Rabbit Warrior<br>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.)<br>Trample<br>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Pearl of Wisdom</b> (2)(U)<br><hr/> Sorcery<br><hr/> This spell costs {1} less to cast if you control an Otter.<br>Draw two cards.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Pearl of Wisdom</b> (2)(U)<br><hr/> Sorcery<br><hr/> This spell costs {1} less to cast if you control an Otter.<br>Draw two cards.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Persistent Marshstalker</b> (1)(B)<br><hr/> Creature -- Rat Berserker<br><hr/> This creature gets +1/+0 for each other Rat you control.<br>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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Pileated Provisioner</b> (4)(W)<br><hr/> Creature -- Bird Scout<br><hr/> Flying<br>When this creature enters, put a +1/+1 counter on target creature you control without flying.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      |
| <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <b>Pond Prophet</b> (6/U)(6/U)<br><hr/> Creature -- Frog Advisor<br><hr/> When this creature enters, draw a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <b>Quaketusk Boar</b> (3)(R)(R)<br><hr/> Creature -- Elemental Boar<br><hr/> Reach, trample, haste<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <b>Rockface Village</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {R}. Spend this mana only to cast a creature spell.<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Rust-Shield Rampager</b> (3)(G)<br>Token Creature -- Raccoon Warrior<br><br>This creature can't be blocked by creatures with power 2 or less.<br>(This token's mana cost is {3}{G}.)<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                    | <b>Rust-Shield Rampager</b> (3)(G)<br>Token Creature -- Raccoon Warrior<br><br>This creature can't be blocked by creatures with power 2 or less.<br>(This token's mana cost is {3}{G}.)<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                             | <b>Sazacap's Brew</b> (1)(R)<br>Instant<br><br>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.)<br>As an additional cost to cast this spell, discard a card.<br>Target player draws two cards. If the gift was promised, target creature you control gets +2/+0 until end of turn.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sazacap's Brew</b> (1)(R)<br>Instant<br><br>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.)<br>As an additional cost to cast this spell, discard a card.<br>Target player draws two cards. If the gift was promised, target creature you control gets +2/+0 until end of turn.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Scales of Shale</b> (2)(B)<br>Instant<br><br>Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.)<br>Target creature gets +2/+0 and gains lifelink and indestructible until end of turn.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Scavenger's Talent</b> (B)<br>Enchantment -- Class<br><br>(Gain the next level as a sorcery to add its ability.)<br>Whenever one or more creatures you control die, create a Food token.<br>This ability triggers only once each turn.<br>{1}{B}: Level 2<br>Whenever you sacrifice a permanent, target player mills two cards.<br>{2}{B}: Level 3<br>At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Seedglaive Mentor</b> (1)(R)(W)<br>Creature -- Mouse Soldier<br><br>Vigilance, haste<br>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.<br><br>[sideboard]<br><br><div>3/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                             | <b>Sonar Strike</b> (1)(W)<br>Instant<br><br>Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                        |

Playtest cards - trocketman - Limited (Limited Super Qualifier)

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.

sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Stargaze</b> <span>(X)(B)(B)</span> </div> <div> Sorcery </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Starlit Soothsayer</b> <span>(2)(B)</span> </div> <div> Creature -- Bat Cleric </div> <div> <p>Flying</p> <p>At the beginning of your end step, if you gained or lost life this turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Steampath Charger</b> <span>(1)(R)</span> </div> <div> Creature -- Lizard Warlock </div> <div> <p>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.)</p> <p>When this creature dies, it deals 1 damage to target player.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Steampath Charger</b> <span>(1)(R)</span> </div> <div> Creature -- Lizard Warlock </div> <div> <p>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.)</p> <p>When this creature dies, it deals 1 damage to target player.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Stickytongue Sentinel</b> <span>(2)(G)</span> </div> <div> Creature -- Frog Warrior </div> <div> <p>Reach</p> <p>When this creature enters, return up to one other target permanent you control to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>       | <div> <b>Stocking the Pantry</b> <span>(G)</span> </div> <div> Enchantment </div> <div> <p>Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment.</p> <p>{2}, Remove a supply counter from this enchantment: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>      | <div> <b>Sugar Coat</b> <span>(2)(U)</span> </div> <div> Enchantment -- Aura </div> <div> <p>Flash</p> <p>Enchant creature or Food</p> <p>Enchanted permanent is a colorless Food artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life" and loses all other card types and abilities.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                           | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> <p>{T}: Add {B}.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                            |

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| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                             | <b>Tender Wildguide</b> 1G<br>Creature -- Possum Druid<br>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.)<br>{T}: Add one mana of any color.<br>{T}: Put a +1/+1 counter on this creature.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev2/2</div> | <b>Thistledown Players</b> 2W<br>Creature -- Mouse Bard<br>Whenever this creature attacks, untap target nonland permanent.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev3/3</div>                                                                                                     | <b>Thornplate Intimidator</b> 3B<br>Creature -- Rat Rogue<br>Offspring {3} (You may pay an additional {3} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>When this creature enters, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev4/3</div> |
| <b>Thornplate Intimidator</b> 3B<br>Creature -- Rat Rogue<br>Offspring {3} (You may pay an additional {3} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>When this creature enters, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev4/3</div> | <b>Thought Shucker</b> 1U<br>Creature -- Rat Rogue<br>Threshold -- {1}{U}: Put a +1/+1 counter on this creature and draw a card. Activate only if there are seven or more cards in your graveyard and only once.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev1/3</div>                                                                      | <b>Tidecaller Mentor</b> 1UB<br>Creature -- Rat Wizard<br>Menace<br>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.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev3/3</div> | <b>Wandertale Mentor</b> RG<br>Creature -- Raccoon Bard<br>Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.)<br>{T}: Add {R} or {G}.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev2/2</div>                                                                                                                |

Playtest cards - trocketman - Limited (Limited Super Qualifier)

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.

sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Warren Warleader</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Rabbit Knight</div> <div> 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. </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>War Squeak</div> <div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Wax-Wane Witness</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Bat Cleric</div> <div> Flying, vigilance Whenever you gain or lose life during your turn, this creature gets +1/+0 until end of turn. </div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Whiskerquill Scribe</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Citizen</div> <div> 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. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
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