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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Alania's Pathmaker (3) (R)

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[sideboard]

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Alania's Pathmaker (3) (R)

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Bakersbane Duo (1)(G)

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Barkform Harvester ③

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Bark-Knuckle Boxer (1)(G)

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Bonebind Orator (1)(B) Creature -- Squirrel Warlock Bard {3}{B}, Exile this card from your graveyard: Return another target creature card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Collector (1)(R) Creature -- Raccoon Rogue First strike Whenever this creature attacks, add {R}. Until end of turn, you don't lose this mana as steps and phases end. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Collector (1)(R) Creature -- Raccoon Rogue First strike Whenever this creature attacks, add {R}. Until end of turn, you don't lose this mana as steps and phases end. [sideboard] 2/1 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}.) [sideboard] 1/1 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cindering Cutthroat (2)(B/R) Creature -- Lizard Assassin 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpseberry Cultivator (1)(B/G)(B/G) Creature -- Squirrel Warlock 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. [sideboard] 2/3 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.)

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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.

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When this creature enters, if an opponent lost life this turn, add {B}{R}.
{1}{R}, Discard a card: Draw a card.

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Basic Land -- Forest

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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.

3/3

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4 B

Flying
When this creature enters, each
opponent loses 2 life and you gain 2
life.

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(Gain the next level as a sorcery to
add its ability.)
Whenever a creature you control
enters, surveil 1.
{1}{U}: Level 2
Whenever you attack, target
attacking creature with power 3 or
less can't be blocked this turn.
{3}{U}: Level 3
Whenever a creature you control
deals combat damage to a player, you
may exile it, then return it to the
battlefield under its owner's
control.
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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.

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Head of the Homestead ③⑥/W⑥/W Creature -- Rabbit Citizen When this creature enters, create two 1/1 white Rabbit creature tokens. [sideboard] 3/2 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. [sideboard] 3/2 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Stride ⑥ Instant Target creature gets +1/+3 and gains reach until end of turn. Untap it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hugs, Grisly Guardian ①②③④⑤⑥ Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter's Talent ①⑥ 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Junkblade Bruiser ③④/⑤④/⑤④ 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.) [sideboard] 4/5 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. [sideboard] 1/3 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. [sideboard] 4/5 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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Long River Lurker (2)(U) Creature -- Frog Scout Ward {1} Other Frogs you control have ward {1}. When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mindwhisker (2)(U) Creature -- Rat Wizard At the beginning of your upkeep, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Threshold -- As long as there are seven or more cards in your graveyard, creatures your opponents control get -1/-0. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] 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. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nocturnal Hunger (2)(B) 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.") Destroy target creature. If the gift wasn't promised, you lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parting Gust W W 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.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. [sideboard] 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. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plumecreed Escort 1 U Creature -- Bird Scout Flash Flying When this creature enters, target creature you control gains hexproof until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polliwallop 3 G Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pond Prophet 6/U 6/U Creature -- Frog Advisor When this creature enters, draw a card. [sideboard] 1/1 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. [sideboard] 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}.) [sideboard] 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}.) [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of the Burrow 3 W W Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Create a 1/1 white Rabbit creature token. {P}{P} -- Exile target nonland permanent. Its controller draws a card. {P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedpod Squire 3 W/U Creature -- Bird Scout Flying Whenever this creature attacks, target creature you control without flying gets +1/+1 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellgyre 2 U U Instant Choose one -- * Counter target spell. * Surveil 2, then draw two cards. (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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stargaze XBB 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starseer Mentor 3WB Creature -- Bat Warlock Flying, vigilance At the beginning of your end step, if you gained or lost life this turn, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card. [sideboard] 3/5PLAYTEST 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. [sideboard] 3/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormcatch Mentor UR Creature -- Otter Wizard Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sugar Coat 2U Enchantment -- Aura Flash Enchant creature or Food 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sugar Coat 2U Enchantment -- Aura Flash Enchant creature or Food 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teapot Slinger 3 R Creature -- Raccoon Warrior 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.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tender Wildguide 1 G Creature -- Possum Druid 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.) {T}: Add one mana of any color. {T}: Put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Shucker 1 U Creature -- Rat Rogue 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. [sideboard] 1/3 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Three Tree Rootweaver 1 G Creature -- Mole Druid {T}: Add one mana of any color. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer 1 U Creature -- Otter Wizard Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 1/2 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. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Flamecaller 2 R Creature -- Lizard Warlock 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller (G) Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. [sideboard] 1/1 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.) [sideboard] 3/4 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. [sideboard] 3/2 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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