

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. [sideboard] 4/4 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Denial (1)(U) Instant Counter target spell unless its controller pays {2}. If you control a Bird, counter that spell unless its controller pays {4} instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Denial (1)(U) Instant Counter target spell unless its controller pays {2}. If you control a Bird, counter that spell unless its controller pays {4} instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dewdrop Cure (2)(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.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Downwind Ambusher (3)(B) Creature -- Skunk Assassin Flash When this creature enters, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Destroy target creature an opponent controls that was dealt damage this turn. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Early Winter (4)(B) Instant Choose one -- * Exile target creature. * Target opponent exiles an enchantment they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

Reach, menace
This creature enters with a +1/+1
counter on it if an opponent lost
life this turn.

3/3

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B R

Ward--Pay 2 life.
Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.
Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.

3/2

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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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Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.

{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

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① ②

(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.

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① ②

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(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.
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① G

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

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② ③

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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Intrepid Rabbit (2)(W) Creature -- Rabbit Soldier 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jackdaw Savior (2)(W) Creature -- Bird Cleric Flying Whenever this creature or another creature you control with flying dies, return another target creature card with lesser mana value from your graveyard to the battlefield. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Junkblade Bruiser (3)(R/G)(R/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.) [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
Kitnap (2)(U)(U) Enchantment -- Aura 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.) Enchant creature When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it. You control enchanted creature. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lupinflower Village Land {T}: Add {C}. {T}: Add {W}. Spend this mana only to cast a creature spell. {1}{W}, {T}, Sacrifice this land: Look at the top six cards of your library. You may reveal a Bat, Bird, Mouse, or Rabbit card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 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. [sideboard] 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. [sideboard] 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.) [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mudflat Village Land {T}: Add {C}. {T}: Add {B}. Spend this mana only to cast a creature spell. {1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nettle Guard 1 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 +0/+2 until end of turn. {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 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	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
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	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raccoon Rallier 1 R Creature -- Raccoon Bard {T}: Target creature you control gains haste until end of turn. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roughshod Duo 2R Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roughshod Duo 2R Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rust-Shield Rampager 3G 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 3G 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	Ruthless Negotiation B Sorcery Target opponent exiles a card from their hand. If this spell was cast from a graveyard, draw a card. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scales of Shale 2B 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

③ ④ W/U

Flying
Whenever this creature attacks,
target creature you control without
flying gets +1/+1 until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ (W/U)

Flying
Whenever this creature attacks,
target creature you control without
flying gets +1/+1 until end of turn.

3/3

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This creature can't be blocked.
Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.)

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④ ⑤

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

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U

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.

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①R

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

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② ⑥

Reach
When this creature enters, return up to one other target permanent you control to its owner's hand.

3/3

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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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. [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	Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. [sideboard] 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. [sideboard] 0/2 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. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thistledown Players 2W Creature -- Mouse Bard Whenever this creature attacks, untap target nonland permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornplate Intimidator 3B Creature -- Rat Rogue 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.) When this creature enters, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thornplate Intimidator (3)(B) Creature -- Rat Rogue 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.) When this creature enters, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treeguard Duo (3)(G) 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. [sideboard] 3/4 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	Valley Rally (2)(R) 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.") Creatures you control get +2/+0 until end of turn. If the gift was promised, target creature you control gains first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Valley Rally (2)(R) 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.") Creatures you control get +2/+0 until end of turn. If the gift was promised, target creature you control gains first strike until end of turn. [sideboard] 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.) [sideboard] 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. [sideboard] 2/2 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. [sideboard] 2/2 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. [sideboard] 2/2 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	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. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wick's Patrol 4 B B 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. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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