

®

(Gain the next level as a sorcery to add its ability.)

$\{2\}R$: Level 2

{3}{R}: Level 3

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{3}{B}, Exile this card from your graveyard: Return another target creature card from your graveyard to your hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① ②

{3}{B}, Exile this card from your graveyard: Return another target creature card from your graveyard to your hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

W

{1}, {T}: Target creature gets +1/+1 until end of turn. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

{1}, {T}: Target creature gets +1/+1 until end of turn. Activate only as a sorcery.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, you may forage. If you do, put two +1/+1 counters on it.

(This token's mana cost is $\{1\}\{G\}$.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

① ② W

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.)

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{2}, {T}, Sacrifice this artifact:
You gain 3 life.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clement, the Worrywort ①⑥⑥ Legendary Creature -- Frog Druid Vigilance Whenever Clement or another creature you control enters, return up to one target creature you control with lesser mana value to its owner's hand. Frogs you control have "{T}: Add {G} or {U}. Spend this mana only to cast a creature spell." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpseberry Cultivator ①⑥/⑥⑥ 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	Coruscation Mage ①① Token Creature -- Otter Wizard Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent. (This token's mana cost is {1}{R}.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist ③③ 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.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Daring Waverider ④④④ 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 ①① 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 ①① 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	Dire Downdraft ③③ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emberheart Challenger (1)(R) Creature -- Mouse Warrior Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fell (1)(B) Sorcery Destroy target creature. [sideboard] 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}.) [sideboard] 1/1 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. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) [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	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hearthborn Battler (2)(R) Creature -- Lizard Warlock Haste Whenever a player casts their second spell each turn, this creature deals 2 damage to target opponent. [sideboard] 2/3 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]	Hoarder's Overflow ①② 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. [sideboard]	Into the Flood Maw ① 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.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard]	Jackdaw Savior ②③ 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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Knightfisher ③④⑤ Creature -- Bird Knight Flying Whenever another nontoken Bird you control enters, create a 1/1 blue Fish creature token. [sideboard]	Long River Lurker ②③ 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]	Mabel's Mettle ①② Instant Target creature gets +2/+2 until end of turn. Up to one other target creature gets +1/+1 until end of turn. [sideboard]	Mindwhisker ②③ 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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonrise Cleric (1)(W/B)(W/B) Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonrise Cleric (1)(W/B)(W/B) Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonrise Cleric (1)(W/B)(W/B) Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonrise Cleric (1)(W/B)(W/B) Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 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	Pawpatch Formation (1)(G) Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 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	Peerless Recycling (1)(G) 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.) Return target permanent card from your graveyard to your hand. If the gift was promised, instead return two target permanent cards from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyskipper Duo 4U 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sonar Strike 1W Instant Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellgyre 2UU 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 PLAY botbox.dev
Starlit Soothsayer 2B Creature -- Bat Cleric Flying 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starscape Cleric 1B 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

[sideboard]

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Infamous Cruelclaw ①ⒷⓇ

Legendary Creature -- Weasel Mercenary

Menace
Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornplate Intimidator ③⑧

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

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.

[sidebar]

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 PLAYbotbox.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 PLAYbotbox.dev	Three Tree Rootweaver 16 Creature -- Mole Druid {T}: Add one mana of any color. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Uncharted Haven Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veteran Guardmouse 3R/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 PLAYbotbox.dev	Veteran Guardmouse 3R/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 PLAYbotbox.dev	Veteran Guardmouse 3R/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 PLAYbotbox.dev

