

③

Changeling (This card is every creature type.)

{2}: Put target card from your graveyard on the bottom of your library.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, draw a card, then discard a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Menace
Whenever you expend 4, you may discard your hand. If you do, draw two cards. (You expend 4 as you spend your fourth total mana to cast spells during a turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U U

Return up to two target creatures to their owners' hands. Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Driftgloom Coyote (3)(W)(W) Creature -- Elemental Coyote 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. [sideboard] 3/4 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	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Heartfire Hero (R) Creature -- Mouse Soldier 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heirloom Epic (1) Artifact -- Book {4}, {T}: Draw a card. For each mana in this ability's activation cost, you may tap an untapped creature you control rather than pay that mana. Activate only as a sorcery. [sideboard] 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	Jolly Gerbils (1)(W) Creature -- Hamster Citizen Whenever you give a gift, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Magicverse - 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 2/6 - 8 cards - 2.5 x 3.5 in each

Lilypad Village Land {T}: Add {C}. {T}: Add {U}. Spend this mana only to cast a creature spell. {U}, {T}: Surveil 2. Activate only if a Bird, Frog, Otter, or Rat entered the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mabel's Mettle 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 PLAYbotbox.dev	Mabel's Mettle 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 PLAYbotbox.dev	Might of the Meek Instant Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mindwhisker 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 PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mouse Trapper 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 PLAYbotbox.dev	Mouse Trapper 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 PLAYbotbox.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	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	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	Repel Calamity (1)(W) Instant Destroy target creature with power or toughness 4 or greater. [sideboard] 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 PLAY botbox.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 PLAY botbox.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 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stocking the Pantry (G) Enchantment Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment. {2}, Remove a supply counter from this enchantment: Draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormcatch Mentor (U)(R) 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	Sunspine Lynx (2)(R)(R) Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thistledown Players (2)(W) Creature -- Mouse Bard Whenever this creature attacks, untap target nonland permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Playtest cards - Magicverse - 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 5/6 - 8 cards - 2.5 x 3.5 in each

War Squeak 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Squeak 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		