

Artist's Talent 1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bandit's Talent 1B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightblade Stoa 1W Creature -- Weasel Soldier First strike, lifelink [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burrowguard Mentor GW Creature -- Rabbit Soldier Trample Burrowguard Mentor's power and toughness are each equal to the number of creatures you control. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clement, the Worrywort 1GU 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	Clifftop Lookout 2G Creature -- Frog Scout Reach 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. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist BB 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	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

Playtest cards - Piratus - Limited (Limited Super Qualifier)

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sheet 1/11 - 8 cards - 2.5 x 3.5 in each

Daggerfang Duo 2 B Creature -- Rat Squirrel Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dire Downdraft 3 U 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 PLAYbotbox.dev	Dire Downdraft 3 U 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 PLAYbotbox.dev	Diresight 2 B Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eddymurk Crab 5 U U Creature -- Elemental Crab Flash This spell costs {1} less to cast for each instant and sorcery card in your graveyard. This creature enters tapped if it's not your turn. When this creature enters, tap up to two target creatures. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Fell 1 B Sorcery Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Festival of Embers 4 R Enchantment During your turn, you may cast instant and sorcery spells from your graveyard by paying 1 life in addition to their other costs. If a card or token would be put into your graveyard from anywhere, exile it instead. {1}{R}: Sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fireglass Mentor (B)(R) Creature -- Lizard Warlock 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazardroot Herbalist (2)(G) Creature -- Rabbit Druid Whenever you attack, target creature you control gets +1/+0 until end of turn. If that creature is a token, it also gains deathtouch until end of turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Head of the Homestead (3)(G/W)(G/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	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
Hunter's Talent (1)(G) 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	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	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

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sheet 3/11 - 8 cards - 2.5 x 3.5 in each

Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev
Long River's Pull (U)(U) 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.) Counter target creature spell. If the gift was promised, instead counter target spell. [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	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

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sheet 4/11 - 8 cards - 2.5 x 3.5 in each

Overprotect 1 6 Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overprotect 1 6 Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 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
Pileated Provisioner 4 W Creature -- Bird Scout Flying When this creature enters, put a +1/+1 counter on target creature you control without flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pileated Provisioner 4 W Creature -- Bird Scout Flying When this creature enters, put a +1/+1 counter on target creature you control without flying. [sideboard] 3/4 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

① R

{T}: Target creature you control gains haste until end of turn. Activate only as a sorcery.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.

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{P}{P} -- Choose artifact or
enchancement. Destroy all permanents
of the chosen type.
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{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤ ⑤

Choose up to five {P} worth of modes. You may choose the same mode more than once.

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{P} -- Draw a card.
{P}{P} -- Choose an artifact or
creature you control. Create a token
that's a copy of it.
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{P}{P}{P} -- Return each nonland,
nontoken permanent to its owner's
hand.
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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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

② ③

Whenever this creature attacks,
untap target nonland permanent.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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.

[sidebar]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

①②

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

2 B

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Changeling (This card is every creature type.)
 {1}: Add one mana of any color.
 Activate only once each turn.

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[sideboard]
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Tree Rootweaver ①⑥ Creature -- Mole Druid {T}: Add one mana of any color. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Tree Rootweaver ①⑥ Creature -- Mole Druid {T}: Add one mana of any color. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tidecaller Mentor ①①①③ Creature -- Rat Wizard Menace 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tidecaller Mentor ①①①③ Creature -- Rat Wizard Menace 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Valley Rotcaller ①③ Creature -- Squirrel Warlock Menace Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Whiskerquill Scribe 1 R Creature -- Mouse Citizen 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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