

Alania, Divergent Storm (3)(U)(R) Legendary Creature -- Otter Wizard Whenever you cast a spell, if it's the first instant spell, the first sorcery spell, or the first Otter spell other than Alania you've cast this turn, you may have target opponent draw a card. If you do, copy that spell. You may choose new targets for the copy. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alania's Pathmaker (3)(R) Creature -- Otter Wizard When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alania's Pathmaker (3)(R) Creature -- Otter Wizard When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bandit's Talent (1)(B) 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
Bandit's Talent (1)(B) 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	Banishing Light (2)(W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light (2)(W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkform Harvester (3) Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) Reach {2}: Put target card from your graveyard on the bottom of your library. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bellowing Crier (1)(U) Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bellowing Crier (1)(U) Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bellowing Crier (1)(U) Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecache Overseer (B) Creature -- Squirrel Warlock {T}, Pay 1 life: Draw a card. Activate only if three or more cards left your graveyard this turn or if you've sacrificed a Food this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brave-Kin Duo (W) Creature -- Rabbit Mouse {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	Burrowguard Mentor (G)(W) 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	Byway Barterer (2)(R) Creature -- Raccoon Rogue 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduct Electricity (4)(R) Instant Conduct Electricity deals 6 damage to target creature and 2 damage to up to one target creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hemsley - 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 2/11 - 8 cards - 2.5 x 3.5 in each

Consumed by Greed (1)(B)(B) 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.) Target opponent sacrifices a creature with the greatest power among creatures they control. If the gift was promised, return target creature card from your graveyard to your hand. [sideboard] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coruscation Mage (1)(R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Forager (2)(G) Creature -- Squirrel Druid When this creature enters, you may forage. When you do, return target permanent card from your graveyard to your hand. (To forage, exile three cards from your graveyard or sacrifice a Food.) [sideboard] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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] 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]	Feather of Flight (1)(W) Enchantment -- Aura Flash Enchant creature When this Aura enters, draw a card. Enchanted creature gets +1/+0 and has flying. [sideboard]	Fell (1)(B) Sorcery Destroy target creature. [sideboard]	Fell (1)(B) Sorcery Destroy target creature. [sideboard]
Gossip's Talent (1)(U) Enchantment -- Class (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. [sideboard]	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]	Hivespine Wolverine (3)(G)(G) Creature -- Elemental Wolverine When this creature enters, choose one -- * Put a +1/+1 counter on target creature you control. * This creature fights target creature token. * Destroy target artifact or enchantment. [sideboard]	Hoarder's Overflow (1)(R) 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]
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

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Hoarder's Overflow (1)(R) 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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	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	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	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] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

Mountain

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Rabbit Warrior

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.)

Tramplé

Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W

Creature -- Bird Scout

Flying
When this creature enters, put a +1/+1 counter on target creature you control without flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G/U G/U

Creature -- Frog Advisor

When this creature enters, draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R R

Creature -- Elemental Boar

Reach, trample, haste

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Sazacap's Brew 1R 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 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
Seasoned Warrenguard W Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Gathering 4GG Sorcery 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. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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.

[sidebar]

3/3

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Flying
At the beginning of your end step,
if you gained or lost life this
turn, look at the top four cards of
your library. You may reveal a
creature card with power 3 or less
from among them and put it into your
hand. Put the rest on the bottom of
your library in a random order.

[sidebar]

3/1

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.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flash
Enchant creature or Food
Enchanted permanent is a colorless
Food artifact with "{Z}, {T},
Sacrifice this artifact: You gain 3
life" and loses all other card types
and abilities.

[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.

[sidebar]

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tempest Angler1U/RU/R Creature -- Otter Wizard Whenever you cast a noncreature spell, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thornplate Intimidator3B 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 Intimidator3B 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	Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treeguard Duo3G 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

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	Treetop Sentries (3)(G) Creature -- Squirrel Archer Reach When this creature enters, you may forage. If you do, draw a card. (To forage, exile three cards from your graveyard or sacrifice a Food.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Questcaller (1)(W) Creature -- Rabbit Warrior Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1. Other Rabbits, Bats, Birds, and Mice you control get +1/+1. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wandertale Mentor (R)(G) Creature -- Raccoon Bard Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {T}: Add {R} or {G}. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wandertale Mentor (R)(G) Creature -- Raccoon Bard Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {T}: Add {R} or {G}. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	War Squeak (R) 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] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	War Squeak (R) 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] 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

Waterspout Warden

② ③

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

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

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Whiskerquill Scribe

① R

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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

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[sideboard]

2/2

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