Agate Assault {2}{R}

Sorcery

Choose one --
* Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead.
* Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agate-Blade Assassin {1}{B}

Creature -- Lizard Assassin

Whenever this creature attacks, defending player loses 1 life and you gain 1 life.

[sideboard]

1/3

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

Baylen, the Haymaker {R}{G}{W}

Legendary Creature -- Rabbit Warrior

Tap two untapped tokens you control: Add one mana of any color.
Tap three untapped tokens you control: Draw a card.
Tap four untapped tokens you control: Put three +1/+1 counters on Baylen. It gains trample until end of turn.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bonebind Orator {1}{B}

Creature -- Squirrel Warlock Bard

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

[sideboard]

2/2

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

Brambleguard Captain {3}{R}

Creature -- Mouse Soldier

At the beginning of combat on your turn, target creature you control gets +X/+0 until end of turn, where X is this creature's power.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightblade Stoat {1}{W}

Creature -- Weasel Soldier

First strike, lifelink

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Bushy Bodyguard {1}{G}

Token Creature -- Squirrel Warrior

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}.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrot Cake {1}{W}

Artifact -- Food

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clement, the Worrywort {1}{G}{U}

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

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

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]

1/1

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

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

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.

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

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

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 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

Fountainport Bell {1}

Artifact

When this artifact enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top.
{1}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountainport Bell {1}

Artifact

When this artifact enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top.
{1}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frilled Sparkshooter {3}{R}

Creature -- Lizard Archer

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Glidedive Duo {4}{B}

Creature -- Bat Lizard

Flying
When this creature enters, each opponent loses 2 life and you gain 2 life.

[sideboard]

3/3

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

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

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

High Stride {G}

Instant

Target creature gets +1/+3 and gains reach until end of turn. Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Stride {G}

Instant

Target creature gets +1/+3 and gains reach until end of turn. Untap it.

[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

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.

Innkeeper's Talent {1}{G}

Enchantment -- Class

(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.

[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

Island

Basic Land -- Island

({T}: Add {U}.)

[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

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

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

Lightshell Duo {3}{U}

Creature -- Rat Otter

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, 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]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightshell Duo {3}{U}

Creature -- Rat Otter

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, 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]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Mabel, Heir to Cragflame {1}{R}{W}

Legendary Creature -- Mouse Soldier

Other Mice you control get +1/+1.
When Mabel enters, create Cragflame, a legendary colorless Equipment artifact token with "Equipped creature gets +1/+1 and has vigilance, trample, and haste" and equip {2}.

[sideboard]

3/3

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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

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.

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

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

Rust-Shield Rampager (3)(G)

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 PLAY botbox.dev

Season of Loss (3)(B)(B)

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Each player sacrifices a creature of their choice.
{P}{P} -- Draw a card for each creature that died under your control this turn.
{P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of the Bold (3)(R)(R)

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Create a tapped Treasure token.
{P}{P} -- Exile the top two cards of your library. Until the end of your next turn, you may play them.
{P}{P}{P} -- Until the end of your next turn, whenever you cast a spell, Season of the Bold deals 2 damage to up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of Weaving (4)(U)(U)

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Draw a card.
{P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it.
{P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

Shoreline Looter {1}{U}

Creature -- Rat Rogue

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoreline Looter {1}{U}

Creature -- Rat Rogue

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.

[sideboard]

1/1

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]

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]

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

Spellgyre {2}{U}{U}

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

Spellgyre {2}{U}{U}

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

Playtest cards - jmaru - Limited (Limited Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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.

Starlit Soothsayer (2)(B)

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

Steampath Charger (1)(R)

Creature -- Lizard Warlock

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steampath Charger (1)(R)

Creature -- Lizard Warlock

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.

[sideboard]

2/1

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sugar Coat (2)(U)

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

Swamp

Basic Land -- Swamp

({T}: 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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.

Thistledown Players (2)(W)

Creature -- Mouse Bard

Whenever this creature attacks, untap target nonland permanent.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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 PLAY botbox.dev

Three Tree Rootweaver (1)(G)

Creature -- Mole Druid

{T}: Add one mana of any color.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Tree Scribe (1)(G)

Creature -- Frog Druid

Whenever this creature or another creature you control leaves the battlefield without dying, put a +1/+1 counter on target creature you control.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidecaller Mentor (1)(U)(B)

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 (1)(U)(B)

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 (1)(U)(B)

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

Playtest cards - jmaru - Limited (Limited Super Qualifier) sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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.

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

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

Playtest cards - jmaru - Limited (Limited Super Qualifier) sheet 11/11 - 4 cards - 2.5 x 3.5 in each

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.