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| <b>Agate-Blade Assassin</b> (1)(B)<br>Creature -- Lizard Assassin<br>Whenever this creature attacks, defending player loses 1 life and you gain 1 life.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                  | <b>Alania's Pathmaker</b> (3)(R)<br>Creature -- Otter Wizard<br>When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.<br>[sideboard]<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Bakersbane Duo</b> (1)(G)<br>Creature -- Squirrel Raccoon<br>When this creature enters, create a Food token.<br>Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.)<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bellowing Crier</b> (1)(U)<br>Creature -- Frog Advisor<br>When this creature enters, draw a card, then discard a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            |
| <b>Blooming Blast</b> (1)(R)<br>Instant<br>Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br>Blooming Blast deals 2 damage to target creature. If the gift was promised, Blooming Blast also deals 3 damage to that creature's controller.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bonecache Overseer</b> (B)<br>Creature -- Squirrel Warlock<br>{T}, Pay 1 life: Draw a card.<br>Activate only if three or more cards left your graveyard this turn or if you've sacrificed a Food this turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bonecache Overseer</b> (B)<br>Creature -- Squirrel Warlock<br>{T}, Pay 1 life: Draw a card.<br>Activate only if three or more cards left your graveyard this turn or if you've sacrificed a Food this turn.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         | <b>Brambleguard Veteran</b> (1)(G)(G)<br>Creature -- Raccoon Warrior<br>Whenever you expend 4, Raccoons you control get +1/+1 and gain vigilance until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.)<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Burrowguard Mentor</b> <span>(G)(W)</span> </div> <div>           Creature -- Rabbit Soldier         </div> <div>           Trample<br/>           Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.         </div> <div>           [sideboard]         </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Bushy Bodyguard</b> <span>(1)(G)</span> </div> <div>           Token Creature -- Squirrel Warrior         </div> <div>           When this creature enters, you may forage. If you do, put two +1/+1 counters on it.<br/>           (This token's mana cost is {1}{G}.)         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                       | <div> <b>Carrot Cake</b> <span>(1)(W)</span> </div> <div>           Artifact -- Food         </div> <div>           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.)<br/>           {2}, {T}, Sacrifice this artifact: You gain 3 life.         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Cindering Cutthroat</b> <span>(2)(B/R)</span> </div> <div>           Creature -- Lizard Assassin         </div> <div>           This creature enters with a +1/+1 counter on it if an opponent lost life this turn.<br/>           {1}{B/R}: This creature gains menace until end of turn. (It can't be blocked except by two or more creatures.)         </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Conduct Electricity</b> <span>(4)(R)</span> </div> <div>           Instant         </div> <div>           Conduct Electricity deals 6 damage to target creature and 2 damage to up to one target creature token.         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                  | <div> <b>Consumed by Greed</b> <span>(1)(B)(B)</span> </div> <div>           Instant         </div> <div>           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.)<br/>           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.         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Coruscation Mage</b> <span>(1)(R)</span> </div> <div>           Token Creature -- Otter Wizard         </div> <div>           Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br/>           (This token's mana cost is {1}{R}.)         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <b>Dazzling Denial</b> <span>(1)(U)</span> </div> <div>           Instant         </div> <div>           Counter target spell unless its controller pays {2}. If you control a Bird, counter that spell unless its controller pays {4} instead.         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                     |

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| <div> <b>Dewdrop Cure</b> <span>(2)(W)</span> </div> <div>Sorcery</div> <div> <p>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.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dire Downdraft</b> <span>(3)(U)</span> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast if it targets an attacking or tapped creature.</p> <p>Target creature's owner puts it on their choice of the top or bottom of their library.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                      | <div> <b>Druid of the Spade</b> <span>(2)(G)</span> </div> <div>Creature -- Rabbit Druid</div> <div> <p>As long as you control a token, this creature gets +2/+0 and has trample.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                | <div> <b>Early Winter</b> <span>(4)(B)</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Exile target creature.</li> <li>* Target opponent exiles an enchantment they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                         |
| <div> <b>Eddymurk Crab</b> <span>(5)(U)(U)</span> </div> <div>Creature -- Elemental Crab</div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p> <p>This creature enters tapped if it's not your turn.</p> <p>When this creature enters, tap up to two target creatures.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                 | <div> <b>Eddymurk Crab</b> <span>(5)(U)(U)</span> </div> <div>Creature -- Elemental Crab</div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p> <p>This creature enters tapped if it's not your turn.</p> <p>When this creature enters, tap up to two target creatures.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Feather of Flight</b> <span>(1)(W)</span> </div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature</p> <p>When this Aura enters, draw a card.</p> <p>Enchanted creature gets +1/+0 and has flying.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Fecund Greenshell</b> <span>(3)(G)(G)</span> </div> <div>Creature -- Elemental Turtle</div> <div> <p>Reach</p> <p>As long as you control ten or more lands, creatures you control get +2/+2.</p> <p>Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped.</p> <p>Otherwise, put it into your hand.</p> <p>[sideboard]</p> </div> <div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - alnash - 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 3/11 - 8 cards - 2.5 x 3.5 in each

1 B

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## [sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## [sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## [sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Intrepid Rabbit</b> <div> <div>2</div> <div>W</div> </div> </div> <div>           Creature -- Rabbit Soldier         </div> <div>           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.)<br/>           When this creature enters, target creature you control gets +1/+1 until end of turn.         </div> <div>[sideboard]</div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Island</b> </div> <div>           Basic Land -- Island         </div> <div>           ({T}: Add {U}.)         </div> <div>[sideboard]</div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                     | <div> <b>Kindlespark Duo</b> <div> <div>2</div> <div>R</div> </div> </div> <div>           Creature -- Lizard Otter         </div> <div>           {T}: This creature deals 1 damage to target opponent.<br/>           Whenever you cast a noncreature spell, untap this creature.         </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Kindlespark Duo</b> <div> <div>2</div> <div>R</div> </div> </div> <div>           Creature -- Lizard Otter         </div> <div>           {T}: This creature deals 1 damage to target opponent.<br/>           Whenever you cast a noncreature spell, untap this creature.         </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                        |
| <div> <b>Lifecreed Duo</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Bat Bird         </div> <div>           Flying<br/>           Whenever another creature you control enters, you gain 1 life.         </div> <div>[sideboard]</div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                   | <div> <b>Manifold Mouse</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Mouse Soldier         </div> <div>           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.)<br/>           At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.         </div> <div>[sideboard]</div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Might of the Meek</b> <div> <div></div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br/>           Draw a card.         </div> <div>[sideboard]</div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>           | <div> <b>Mind Drill Assailant</b> <div> <div>2</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>           Creature -- Rat Warlock         </div> <div>           Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+0.<br/>           {2}{U/B}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>[sideboard]</div> <div> <div>2/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - alnash - 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 5/11 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Mind Drill Assailant</div><div>2U/BU/B</div></div><div><div>Creature -- Rat Warlock</div><div>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.)</div><div>[sideboard]</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mind Drill Assailant</div><div>2U/BU/B</div></div><div><div>Creature -- Rat Warlock</div><div>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.)</div><div>[sideboard]</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Moonrise Cleric</div><div>1W/BW/B</div></div><div><div>Creature -- Bat Cleric</div><div>Flying<br/>Whenever this creature attacks, you gain 1 life.</div><div>[sideboard]</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                              | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                    | <div><div><div>Mouse Trapper</div><div>2W</div></div><div><div>Creature -- Mouse Soldier</div><div>Flash<br/>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.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                      | <div><div><div>Pileated Provisioner</div><div>4W</div></div><div><div>Creature -- Bird Scout</div><div>Flying<br/>When this creature enters, put a +1/+1 counter on target creature you control without flying.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>     |

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Flash  
Flying  
When this creature enters, target creature you control gains hexproof until end of turn.

2/1

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3 G

Affinity for Frogs (This spell costs {1} less to cast for each Frog you control.)  
Target creature you control deals damage equal to twice its power to target creature you don't control.

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(G/U) (G/U)

When this creature enters, draw a card.

1/1

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3 R R

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Creatures you control get +2/+1 until end of turn. If you control a Rabbit, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

4/2

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3 R R

Trample  
When this creature enters, choose target creature. If that creature's power is 2 or less or if you control another Lizard, gain control of that creature until end of turn, untap it, and it gains haste until end of turn.

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5 B

As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.

6/6

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3 G

This creature can't be blocked by creatures with power 2 or less.  
(This token's mana cost is {3}{G}.)

1/1

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| <div> <div>Salvation Swan</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Cleric</div> <div>Flash</div> <div>Flying</div> <div>Whenever this creature or another Bird you control enters, exile up to one target creature you control without flying. Return it to the battlefield under its owner's control with a flying counter on it at the beginning of the next end step.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Savor</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Target creature gets -2/-2 until end of turn. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>        | <div> <div>Scales of Shale</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.)</div> <div>Target creature gets +2/+0 and gains lifelink and indestructible until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>         | <div> <div>Scrapshooter</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Raccoon Archer</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)</div> <div>Reach</div> <div>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Shore Up</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                        | <div> <div>Shore Up</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Sinister Monolith</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Artifact</div> <div>At the beginning of combat on your turn, each opponent loses 1 life and you gain 1 life.</div> <div>{T}, Pay 2 life, Sacrifice this artifact: Draw two cards. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Skyskipper Duo</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Frog</div> <div>Flying</div> <div>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.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                       |

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| <div> <div>Splash Portal</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                  | <div> <div>Splash Portal</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <div>Splash Portal</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Starscape Cleric</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Bat Cleric</div> <div> <p>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.)</p> <p>Flying</p> <p>This creature can't block. Whenever you gain life, each opponent loses 1 life.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Steampath Charger</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Lizard Warlock</div> <div> <p>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.)</p> <p>When this creature dies, it deals 1 damage to target player.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stickytongue Sentinel</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Frog Warrior</div> <div> <p>Reach</p> <p>When this creature enters, return up to one other target permanent you control to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sunshower Druid</div> <div> <div>G</div> </div> </div> <div>Creature -- Frog Druid</div> <div> <p>When this creature enters, put a +1/+1 counter on target creature and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <div>Thought Shucker</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Rat Rogue</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                             |

Playtest cards - alnash - 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 9/11 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Thought Shucker</b> (1)(U)<br>Creature -- Rat Rogue<br>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.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Three Tree Rootweaver</b> (1)(G)<br>Creature -- Mole Druid<br>{T}: Add one mana of any color.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                           | <b>Treeguard Duo</b> (3)(G)<br>Creature -- Frog Rabbit<br>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.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | <b>Treeguard Duo</b> (3)(G)<br>Creature -- Frog Rabbit<br>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.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  |
| <b>Treetop Sentries</b> (3)(G)<br>Creature -- Squirrel Archer<br>Reach<br>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.)<br>[sideboard]<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Valley Rally</b> (2)(R)<br>Instant<br>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.")<br>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.<br>[sideboard]<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Veteran Guardmouse</b> (3)(R/W)<br>Creature -- Mouse Soldier<br>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.)<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Veteran Guardmouse</b> (3)(R/W)<br>Creature -- Mouse Soldier<br>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.)<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - alnash - Limited (Limited Super Qualifier)

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

2 U B

Ward {2}  
If a creature an opponent controls would die, exile it instead.  
At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.

3/4

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**RG**

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}.

2/2

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®

Enchant creature  
When this Aura enters, target creature an opponent controls can't block this turn.  
Enchanted creature gets +1/+1 and has haste.

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③ ④ W

Flying, vigilance  
Whenever you gain or lose life  
during your turn, this creature gets  
+1/+0 until end of turn.

2/4

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