

Agate Assault 2R 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] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alania, Divergent Storm 3UR 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 PLAYbotbox.dev	Alania's Pathmaker 3R 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 PLAYbotbox.dev	Bakersbane Duo 1G Creature -- Squirrel Raccoon When this creature enters, create a Food token. 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banishing Light 2W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacksmith's Talent R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Builder's Talent 1W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 0/4 white Wall creature token with defender. {W}: Level 2 Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bumbleflower's Sharepot 2 Artifact When this artifact enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {5}, {T}, Sacrifice this artifact: Destroy target nonland permanent. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushy Bodyguard 1G 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 1W 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
Cindering Cutthroat 2B/R Creature -- Lizard Assassin This creature enters with a +1/+1 counter on it if an opponent lost life this turn. {1}{B/R}: This creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cindering Cutthroat 2B/R Creature -- Lizard Assassin This creature enters with a +1/+1 counter on it if an opponent lost life this turn. {1}{B/R}: This creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 3/2 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	Downwind Ambusher 3B Creature -- Skunk Assassin Flash When this creature enters, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Destroy target creature an opponent controls that was dealt damage this turn. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

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.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

As long as you control a token, this creature gets +2/+0 and has trample.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

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Choose one --
* Exile target creature.
* Target opponent exiles an
  enchantment they control.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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Flash
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +1/+0 and
has flying.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker.

[sidebar]

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a
card.
{3}, {T}, Pay 1 life: Create a 1/1
blue Fish creature token.
{4}, {T}: Create a Treasure token.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

② ③

Whenever you cast a noncreature or Otter spell, you may exile the top card of your library. Until end of turn, you may play that card. This ability triggers only once each turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Return up to two target creature cards from your graveyard to your hand. Each opponent loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G/W G/W

When this creature enters, create two 1/1 white Rabbit creature tokens.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Create three 1/1 white Rabbit creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intrepid Rabbit 2W 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 1W Creature -- Hamster Citizen Whenever you give a gift, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo 1W 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 3U 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
Mind Spiral 4U Sorcery 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.) Target player draws three cards. If the gift was promised, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistbreath Elder 6 Creature -- Frog Warrior At the beginning of your upkeep, return another creature you control to its owner's hand. If you do, put a +1/+1 counter on this creature. Otherwise, you may return this creature to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonrise Cleric 1W/BW/B Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonstone Harbinger 2B Creature -- Bat Warrior Flying, deathtouch Whenever you gain or lose life during your turn, Bats you control get +1/+0 and gain deathtouch until end of turn. This ability triggers only once each turn. [sideboard] 1/3 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	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	Nightwhorl Hermit (2)(U) Creature -- Rat Rogue Vigilance Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+0 and can't be blocked. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nocturnal Hunger (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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Otterball Antics (1)(U) Sorcery Create a 1/1 blue and red Otter creature token with prowess. If this spell was cast from anywhere other than your hand, put a +1/+1 counter on that creature. (Whenever you cast a noncreature spell, a creature with prowess gets +1/+1 until end of turn.) Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [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	Playful Shove (1)(R) Sorcery Playful Shove deals 1 damage to any target. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Whorl (2)(B) Sorcery Target opponent discards two cards. Then if you control a Rat, 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

Rabbit Response 2W Instant 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.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravine Raider B Creature -- Lizard Rogue Menace (This creature can't be blocked except by two or more creatures.) {1}{B}: This creature gets +1/+1 until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Run Away Together 1U Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savor 1B Instant 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Season of Loss 3BB 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 PLAYbotbox.dev	Seedglaive Mentor 1RW Creature -- Mouse Soldier Vigilance, haste Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedpod Squire 3WU 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 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

Playtest cards - YoungProdigy - 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 7/11 - 8 cards - 2.5 x 3.5 in each

3 B

At the beginning of combat on your turn, each opponent loses 1 life and you gain 1 life.

{T}, Pay 2 life, Sacrifice this artifact: Draw two cards. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

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.

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Destroy all creatures. If the gift was promised, return a creature card put into your graveyard this way to the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they create a tapped 1/1 blue Fish creature token.)

When this Equipment enters, if the gift was promised, attach this Equipment to target creature you control.

Equipped creature gets +3/+3 and loses flying.

Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they create a tapped 1/1 blue Fish creature token.)

When this Equipment enters, if the gift was promised, attach this Equipment to target creature you control.

Equipped creature gets +3/+3 and loses flying.

Equip {3}

[sidebar]

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.

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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.

[sideboard]

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.

{2}, Remove a supply counter from this enchantment: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

[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.

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tempest Angler (1) (U/R) (U/R)

Creature -- Otter Wizard

Whenever you cast a noncreature spell, put a +1/+1 counter on this creature.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Shucker ①②

Creature -- Rat Rogue

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

War Squeak Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waterspout Warden 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	Wear Down 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.) Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wick, the Whorled Mind Legendary Creature -- Rat Warlock Whenever Wick or another Rat you control enters, create a 1/1 black Snail creature token if you don't control a Snail. Otherwise, put a +1/+1 counter on a Snail you control. {U}{B}{R}, Sacrifice a Snail: Wick deals damage equal to the sacrificed creature's power to each opponent. Then draw cards equal to the sacrificed creature's power. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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