

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	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	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
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	Dewdrop Cure (2)(W) 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.) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Downdraft (3)(U) Instant This spell costs {1} less to cast if it targets an attacking or tapped creature. Target creature's owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT 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 PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {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. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frilled Sparkshooter 3R 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 PLAYbotbox.dev	Hired Claw R Creature -- Lizard Mercenary Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hoarder's Overflow 1R 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kindlespark Duo 2R 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 PLAYbotbox.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 PLAYbotbox.dev	Might of the Meek R Instant Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Might of the Meek R Instant Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Spiral 4 U 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 PLAYbotbox.dev
Mockingbird X U Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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	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	Ral, Crackling Wit (2)(U)(R) Legendary Planeswalker -- Ral Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter creature token with prowess. [-3]: Draw three cards, then discard two cards. [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm." (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.) [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reptilian Recruiter (3)(R)(R) Creature -- Lizard Warrior 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. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sazacap's Brew (1)(R) 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

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

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Warren Elder

1 W

Creature -- Rabbit Cleric

{3}{W}: Creatures you control get +1/+1 until end of turn.

[sideboard]

2/2

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