

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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] 2/2 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	Bakersbane Duo (1)(G) 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 PLAY botbox.dev
Bark-Knuckle Boxer (1)(G) Creature -- Raccoon Berserker Whenever you expend 4, this creature gains indestructible until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT 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	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	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] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	Byway Barterer (2)(R) Creature -- Raccoon Rogue Menace Whenever you expend 4, you may discard your hand. If you do, draw two cards. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coiling Rebirth (3)(B)(B) 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 target creature card from your graveyard to the battlefield. Then if the gift was promised and that creature isn't legendary, create a token that's a copy of that creature, except it's 1/1. [sideboard] 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
Daggerfang Duo (2)(B) Creature -- Rat Squirrel Deathtouch When this creature enters, you may mill two cards. (You may put the top two cards of your library into your graveyard.) [sideboard] 3/2 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	Diresight (2)(B) Sorcery Surveil 2, then draw two cards. You lose 2 life. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest (3)(R)(R) Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galewind Moose 4 G G Creature -- Elemental Elk Flash Reach, vigilance, trample [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gossip's Talent 1 U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever a creature you control enters, surveil 1. {1}{U}: Level 2 Whenever you attack, target attacking creature with power 3 or less can't be blocked this turn. {3}{U}: Level 3 Whenever a creature you control deals combat damage to a player, you may exile it, then return it to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hazardroot Herbalist 2 G Creature -- Rabbit Druid Whenever you attack, target creature you control gets +1/+0 until end of turn. If that creature is a token, it also gains deathtouch until end of turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hazel's Nocturne 3 B Instant Return up to two target creature cards from your graveyard to your hand. Each opponent loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Huskburster Swarm 7 B Creature -- Elemental Insect This spell costs {1} less to cast for each creature card you own in exile and in your graveyard. Menace, deathtouch [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw U 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.) 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. [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
Lilypad Village Land {T}: Add {C}. {T}: Add {U}. Spend this mana only to cast a creature spell. {U}, {T}: Surveil 2. Activate only if a Bird, Frog, Otter, or Rat entered the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lilysplash Mentor 2 G U Creature -- Frog Druid Reach {1}{G}{U}: Exile another target creature you control, then return it to the battlefield under its owner's control with a +1/+1 counter on it. Activate only as a sorcery. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manifold Mouse 1 R 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.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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	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 PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mouse Trapper (2)(W) Creature -- Mouse Soldier Flash 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. [sideboard] 3/2 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	Oakhollow Village Land {T}: Add {C}. {T}: Add {G}. Spend this mana only to cast a creature spell. {G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Osteomancer Adept (1)(B) Creature -- Squirrel Warlock Deathtouch {T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pearl of Wisdom2U Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pond Prophet6U6U Creature -- Frog Advisor When this creature enters, draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rabbit Response2WW 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raccoon Rallier1R 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 PLAYbotbox.dev	Run Away Together1U 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 1 B 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 PLAY botbox.dev	Savor 1 B 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 PLAY botbox.dev	Scales of Shale 2 B Instant Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.) Target creature gets +2/+0 and gains lifelink and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. [sideboard] 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	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	Short Bow 2 Artifact -- Equipment Equipped creature gets +1/+1 and has reach and vigilance. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sonar Strike 1 W Instant Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SuperCow12653 - 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 8/11 - 8 cards - 2.5 x 3.5 in each

Splash Portal U Sorcery Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Stickytongue Sentinel 2 G Creature -- Frog Warrior 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 PLAYbotbox.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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Three Tree Rootweaver 1 G Creature -- Mole Druid {T}: Add one mana of any color. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Sentries 3 G Creature -- Squirrel Archer Reach When this creature enters, you may forage. If you do, draw a card. (To forage, exile three cards from your graveyard or sacrifice a Food.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wandertale Mentor (R)(G) Creature -- Raccoon Bard Whenever you expend 4, put a +1/+1 counter on this creature. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) {T}: Add {R} or {G}. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	War Squeak (R) Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	War Squeak (R) Enchantment -- Aura Enchant creature When this Aura enters, target creature an opponent controls can't block this turn. Enchanted creature gets +1/+1 and has haste. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waterspout Warden (2)(U) Creature -- Frog Soldier Whenever this creature attacks, if another creature entered the battlefield under your control this turn, this creature gains flying until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Waterspout Warden (2)(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	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	Whiskerquill Scribe (1)(R) Creature -- Mouse Citizen Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, you may discard a card. If you do, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SuperCow12653 - 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 10/11 - 8 cards - 2.5 x 3.5 in each

Whiskerquill Scribe (1)(R) Creature -- Mouse Citizen Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, you may discard a card. If you do, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whiskervale Forerunner (3)(W) Creature -- Mouse Bard Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, look at the top five cards of your library. You may reveal a creature card with mana value 3 or less from among them. You may put it onto the battlefield if it's your turn. If you don't put it onto the battlefield, put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wick's Patrol (4)(B)(B) Creature -- Rat Warlock When this creature enters, mill three cards. When you do, target creature an opponent controls gets -X/-X until end of turn, where X is the greatest mana value among cards in your graveyard. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wick, the Whorled Mind (3)(B) 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 PLAY botbox.dev
---	---	--	---