

Agate-Blade Assassin ①⑧ 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 ①⑥ 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	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	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
Bark-Knuckle Boxer ①⑥ 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	Bark-Knuckle Boxer ①⑥ 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 ①⑧ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - t00sn0b - 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 1/6 - 8 cards - 2.5 x 3.5 in each

Bushy Bodyguard 16 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 PLAYbotbox.dev	Bushy Bodyguard 16 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 PLAYbotbox.dev	Cache Grab 16 Instant Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clifftop Lookout 26 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 PLAYbotbox.dev
Corpseberry Cultivator 1666 Creature -- Squirrel Warlock At the beginning of combat on your turn, you may forage. (Exile three cards from your graveyard or sacrifice a Food.) Whenever you forage, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Corpseberry Cultivator 1666 Creature -- Squirrel Warlock At the beginning of combat on your turn, you may forage. (Exile three cards from your graveyard or sacrifice a Food.) Whenever you forage, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daggerfang Duo 2B 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 PLAYbotbox.dev	Dazzling Denial 1U 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 PLAYbotbox.dev

Playtest cards - t00sn0b - 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 2/6 - 8 cards - 2.5 x 3.5 in each

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] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Downwind Ambusher 3 B 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	Early Winter 4 B Instant Choose one -- * Exile target creature. * Target opponent exiles an enchantment they control. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fell 1 B Sorcery Destroy target creature. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fireglass Mentor B R Creature -- Lizard Warlock At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] 2/1 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] 2/1 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - t00sn0b - 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 3/6 - 8 cards - 2.5 x 3.5 in each

Hivespine Wolverine ③⑥⑥ Creature -- Elemental Wolverine When this creature enters, choose one -- * Put a +1/+1 counter on target creature you control. * This creature fights target creature token. * Destroy target artifact or enchantment. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Rabbit ②④ 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	Mind Drill Assailant ②④④ 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	Moonstone Harbinger ②④ 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
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	Nocturnal Hunger ②④ 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	Polliwallop ③⑥ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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

① ②

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.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Reach
When this creature enters, return up to one other target permanent you control to its owner's hand.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑥

{T}: Add {G}.

{T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.)

{3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treetop Sentries

3 6

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 PLAY

botbox.dev

Vinereap Mentor

B 6

Creature -- Squirrel Druid

When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev