

Brambleguard Veteran ①⑥⑥ Creature -- Raccoon Warrior 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.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Collector ①⑧ Creature -- Raccoon Rogue First strike Whenever this creature attacks, add {R}. Until end of turn, you don't lose this mana as steps and phases end. [sideboard] 2/1 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 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 PLAY botbox.dev
Byway Barterer ②⑧ 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	Cindering Cutthroat ②⑧/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	Coiling Rebirth ③③③ 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	Conduct Electricity ④⑧ 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

Conduct Electricity 4R 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	Corpseberry Cultivator 16/66/6 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 PLAY botbox.dev	Curious Forager 2G Creature -- Squirrel Druid When this creature enters, you may forage. When you do, return target permanent card from your graveyard to your hand. (To forage, exile three cards from your graveyard or sacrifice a Food.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daring Waverider 4UU Creature -- Otter Wizard When this creature enters, you may cast target instant or sorcery card with mana value 4 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dawn's Truce 1W Instant 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.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dewdrop Cure 2W 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 3U 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	Diresight 2B 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

Playtest cards - DoubleSix - 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

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

2G

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

2G

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 B

Choose one --

- * Exile target creature.
- * Target opponent exiles an enchantment they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Choose one --

- * Exile target creature.
- * Target opponent exiles an enchantment they control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B R

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

① R

When this creature enters, if an opponent lost life this turn, add {B}{R}.
{1}{R}, Discard a card: Draw a card.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 4/11 - 8 cards - 2.5 x 3.5 in each

Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glidedive Duo Creature -- Bat Lizard Flying When this creature enters, each opponent loses 2 life and you gain 2 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gossip's Talent 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	Heaped Harvest 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
Honored Dreyleader Creature -- Squirrel Warrior Trample When this creature enters, put a +1/+1 counter on it for each other Squirrel and/or Food you control. Whenever another Squirrel or Food you control enters, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Rabbit 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 PLAYbotbox.dev	Intrepid Rabbit 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 PLAYbotbox.dev	Kindlespark Duo 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

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

Long River's Pull U U Instant 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.) Counter target creature spell. If the gift was promised, instead counter target spell. [sideboard] 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 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
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	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

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sheet 6/11 - 8 cards - 2.5 x 3.5 in each

Land

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Mouse Soldier

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Mouse Soldier

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Mouse Soldier

[sideboard]

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Creature -- Squirrel Warlock

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Instant

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Instant

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Sorcery	
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.de

Pearl of Wisdom (2)(U) Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pearl of Wisdom (2)(U) Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peerless Recycling (1)(G) Instant 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 permanent card from your graveyard to your hand. If the gift was promised, instead return two target permanent cards from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pileated Provisioner (4)(W) Creature -- Bird Scout Flying When this creature enters, put a +1/+1 counter on target creature you control without flying. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rabbit Response (2)(W)(W) 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 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	Roughshod Duo (2)(R) Creature -- Mouse Raccoon Trample Whenever you expend 4, target creature you control gets +1/+1 and gains trample 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

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

U

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② 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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, put a +1/+1 counter on target creature and you gain 1 life.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Vigilance
{3}, {T}: Put a +1/+1 counter on target creature.
Tap two untapped tokens you control: This Vehicle becomes an artifact creature until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever this creature attacks,
untap target nonland permanent.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: Add one mana of any color.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

3 G

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.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever this creature attacks, if another creature entered the battlefield under your control this turn, this creature gains flying until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B G

Ward--Sacrifice a Food.
Other creatures are Food artifacts
in addition to their other types and
have "{2}, {T}, Sacrifice this
permanent: You gain 3 life."
Whenever a Food is put into a
graveyard from the battlefield, put
two +1/+1 counters on Ygra.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev