

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 (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	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] 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
Bonecache Overseer (B) Creature -- Squirrel Warlock {T}, Pay 1 life: Draw a card. Activate only if three or more cards left your graveyard this turn or if you've sacrificed a Food this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Brazen Collector (1)(R) 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	Brightblade Stoa (1)(W) Creature -- Weasel Soldier First strike, lifelink [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	Calamitous Tide (4)(U)(U) Sorcery Return up to two target creatures to their owners' hands. Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cindering Cutthroat (2)(B/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 (2)(B/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
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	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	Daring Waverider (4)(U)(U) 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	Dazzling Denial (1)(U) 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 PLAY botbox.dev

2 B

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.)

4/2

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3 B

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.

4/2

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4 B

Choose one --

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

4/2

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G W

Reach, vigilance
Whenever Finneas attacks, put a +1/+1 counter on each other creature you control that's a token or a Rabbit. Then if creatures you control have total power 10 or greater, draw a card.

2/2

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3 R

Reach, menace
This creature enters with a +1/+1
counter on it if an opponent lost
life this turn.

3/3

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① ②

(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.

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Whenever this creature or another Rabbit you control enters, target creature you control gets +1/+0 until end of turn. Then draw a card if this is the second time this ability has resolved this turn.

3/3

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G

Target creature gets +1/+3 and gains reach until end of turn. Untap it.

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Hoarder's Overflow (1)(R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hoarder's Overflow (1)(R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Rabbit (2)(W) 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	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jolly Gerbils (1)(W) Creature -- Hamster Citizen Whenever you give a gift, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightshell Duo (3)(U) 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	Lupinflower Village Land {T}: Add {C}. {T}: Add {W}. Spend this mana only to cast a creature spell. {1}{W}, {T}, Sacrifice this land: Look at the top six cards of your library. You may reveal a Bat, Bird, Mouse, or Rabbit card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [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	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
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	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	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 PLAY botbox.dev	Moonrise Cleric 1 U/B U/B Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonrise Cleric (1)(W/B)(W/B) Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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
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	Parting Gust (W)(W) 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.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. [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	Persistent Marshstalker (1)(B) Creature -- Rat Berserker This creature gets +1/+0 for each other Rat you control. Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ninho - Limited (Limited Super Qualifier)

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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

Plains Basic Land -- Plains ([T]): Add [W].) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polliwallop3G 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 PLAYbotbox.dev	Polliwallop3G 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 PLAYbotbox.dev	Quaketusk Boar3RR Creature -- Elemental Boar Reach, trample, haste [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rabid Gnaw1R Instant Target creature you control gets +1/+0 until end of turn. Then it deals damage equal to its power to target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rottenmouth Viper5B Creature -- Elemental Snake As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card. [sideboard] 6/6 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	Scales of Shale2B 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 PLAYbotbox.dev

Seasoned Warrenguard W Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Warrenguard W Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyskipper Duo 4U Creature -- Bird Frog 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Star Charter 3W Creature -- Bat Cleric Flying At the beginning of your end step, if you gained or lost life this turn, look at the top four cards of your library. You may reveal a creature card with power 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starlit Soothsayer 2B 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	Starseer Mentor 3WB Creature -- Bat Warlock Flying, vigilance At the beginning of your end step, if you gained or lost life this turn, target opponent loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. [sideboard] 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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

① ② 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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

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.

[sidebar]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

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Three Tree Rootweaver (1)(G) Creature -- Mole Druid {T}: Add one mana of any color. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treeguard Duo (3)(G) Creature -- Frog Rabbit 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. [sideboard] 3/4 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	Wishing Well (3)(U) Artifact {T}: Put a coin counter on this artifact. When you do, you may cast target instant or sorcery card with mana value equal to the number of coin counters on this artifact from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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