Case of the Uneaten Feast {W}

Enchantment -- Case

Whenever a creature you control enters, you gain 1 life.
To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons

Land -- Desert

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.

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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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Hare Apparent (1)(W)

Creature -- Rabbit Noble

When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent.
A deck can have any number of cards named Hare Apparent.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DutchAura - Standard (Gentry Casual-International 2025-10) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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A deck can have any number of cards named Hare Apparent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harvestrite Host {2}{W}

Creature -- Rabbit Citizen

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harvestrite Host {2}{W}

Creature -- Rabbit Citizen

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Rabbit Citizen

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DutchAura - Standard (Gentry Casual-International 2025-10) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner (3)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner (3)

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
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As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raise the Past {2}{W}{W}

Sorcery

Return all creature cards with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smile at Death {3}{W}{W}

Enchantment

At the beginning of your upkeep, return up to two target creature cards with power 2 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of those creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Questcaller {1}{W}

Creature -- Rabbit Warrior

Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.
Other Rabbits, Bats, Birds, and Mice you control get +1/+1.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Family Reunion {1}{W}

Instant

Choose one --
* Creatures you control get +1/+1 until end of turn.
* Creatures you control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.)

[sideboard]

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Playtest cards - DutchAura - Standard (Gentry Casual-International 2025-10) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Fate of the Sun-Cryst {4}{W}

Instant

This spell costs {2} less to cast if it targets a tapped creature.
Destroy target nonland permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fate of the Sun-Cryst {4}{W}

Instant

This spell costs {2} less to cast if it targets a tapped creature.
Destroy target nonland permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Focus Fire {W}

Instant

Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

[sideboard]

1/2

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Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trapped in the Screen {2}{W}

Enchantment

Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DutchAura - Standard (Gentry Casual-International 2025-10) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Trapped in the Screen 2W

Enchantment

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[sideboard]

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[sideboard]

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