

Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1 W W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Hinterland Sanctifier W Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier W Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier W Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier W Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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.

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Plenty Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Triumph Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Triumph Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {W}. 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment 2 W W Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elspeth, Storm Slayer 3 W W Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth, Storm Slayer 3 W W Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth, Storm Slayer 3 W W Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory 1 W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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