

Brightglass GearhulkGGWW Artifact Creature -- Construct First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightglass GearhulkGGWW Artifact Creature -- Construct First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightglass GearhulkGGWW Artifact Creature -- Construct First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burrowguard MentorGW Creature -- Rabbit Soldier Trample Burrowguard Mentor's power and toughness are each equal to the number of creatures you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burrowguard MentorGW Creature -- Rabbit Soldier Trample Burrowguard Mentor's power and toughness are each equal to the number of creatures you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burrowguard MentorGW Creature -- Rabbit Soldier Trample Burrowguard Mentor's power and toughness are each equal to the number of creatures you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burrowguard MentorGW Creature -- Rabbit Soldier Trample Burrowguard Mentor's power and toughness are each equal to the number of creatures you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Etched Cornfield Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Etched Cornfield

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Finneas, Ace Archer

Legendary Creature -- Rabbit Archer

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Finneas, Ace Archer

Legendary Creature -- Rabbit Archer

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hop to It2W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hop to It2W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hop to It2W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hop to It2W Sorcery Create three 1/1 white Rabbit creature tokens. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oakhollow Village Land {T}: Add {C}. {T}: Add {G}. Spend this mana only to cast a creature spell. {G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Oakhollow Village Land {T}: Add {C}. {T}: Add {G}. Spend this mana only to cast a creature spell. {G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Recruit Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Recruit Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Recruit Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pawpatch Recruit Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. 2/1 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}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

sheet 4/8 - 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
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	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. 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

Valley Mightcaller

Creature -- Frog Warrior

Trample
Whenever another Frog, Rabbit,
Raccoon, or Squirrel you control
enters, put a +1/+1 counter on this
creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller

Creature -- Frog Warrior

Trample
Whenever another Frog, Rabbit,
Raccoon, or Squirrel you control
enters, put a +1/+1 counter on this
creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller Ⓞ

Creature -- Frog Warrior

Trample
Whenever another Frog, Rabbit,
Raccoon, or Squirrel you control
enters, put a +1/+1 counter on this
creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller ⑥

Creature -- Frog Warrior

Trample
Whenever another Frog, Rabbit,
Raccoon, or Squirrel you control
enters, put a +1/+1 counter on this
creature.

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.

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.

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.

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	Warren Warleader (2)(W)(W) Creature -- Rabbit Knight 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.) Whenever you attack, choose one -- * Create a 1/1 white Rabbit creature token that's tapped and attacking. * Attacking creatures you control get +1/+1 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Warleader (2)(W)(W) Creature -- Rabbit Knight 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.) Whenever you attack, choose one -- * Create a 1/1 white Rabbit creature token that's tapped and attacking. * Attacking creatures you control get +1/+1 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Warleader (2)(W)(W) Creature -- Rabbit Knight 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.) Whenever you attack, choose one -- * Create a 1/1 white Rabbit creature token that's tapped and attacking. * Attacking creatures you control get +1/+1 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
--	---	---	---