

Burrowguard Mentor G W 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 Mentor G W 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 Mentor G W 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	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Finneas, Ace Archer G W 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hop to It

② ② W

Sorcery

Create three 1/1 white Rabbit creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hop to It

② ⑤

Sorcery

Create three 1/1 white Rabbit creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hop to It

② ①

Sorcery

Create three 1/1 white Rabbit creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hop to It

② ② W

Sorcery

Create three 1/1 white Rabbit creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

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{T}: Add {G}.
{T}: Add {W}. Activate only if you
control a Forest or a Plains.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumen-Class Frigate

① W

Artifact -- Spacecraft

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.)
2+ | Other creatures you control get +1/+1.
12+ | Flying, lifelink

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumen-Class Frigate

① W

Artifact -- Spacecraft

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2+ | Other creatures you control get +1/+1.

12+ | Flying, lifelink

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumen-Class Frigate Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.) 2+ Other creatures you control get +1/+1. 12+ Flying, lifelink 3/5 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	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	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 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. 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
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Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Warrenguard 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 PLAYbotbox.dev	Seasoned Warrenguard 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 PLAYbotbox.dev	Seasoned Warrenguard 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 PLAYbotbox.dev

Seasoned Warrenguard ①W 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 PLAYbotbox.dev	Season of the Burrow ③WW Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Create a 1/1 white Rabbit creature token. {P}{P} -- Exile target nonland permanent. Its controller draws a card. {P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of the Burrow ③WW Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Create a 1/1 white Rabbit creature token. {P}{P} -- Exile target nonland permanent. Its controller draws a card. {P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts ①W 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 PLAYbotbox.dev
Sheltered by Ghosts ①W 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 PLAYbotbox.dev	Sheltered by Ghosts ①W 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 PLAYbotbox.dev	Sheltered by Ghosts ①W 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 PLAYbotbox.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 PLAYbotbox.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
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller (G)

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
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Other Rabbits, Bats, Birds, and Mice
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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
Finneas, Ace Archer G W 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. 2/2 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.") [sideboard] 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.") [sideboard] 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier Ⓢ Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Sanctifier Ⓢ Creature -- Rabbit Cleric Whenever another creature you control enters, you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pollen-Shield Hare ⓈⓈ Creature -- Rabbit Creature tokens you control get +1/+1. [sideboard] 2/2 ----- ADVENTURE ----- Hare Raising Ⓢ Sorcery -- Adventure Target creature you control gains vigilance and gets +X/+X until end of turn, where X is the number of creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Regal Bunnicorn ⓈⓈ Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Regal Bunnicorn ⓈⓈ Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unwanted Remake Ⓢ Instant Destroy target creature. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unwanted Remake Ⓢ Instant Destroy target creature. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unwanted Remake Ⓢ Instant Destroy target creature. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev