

**G G W W**

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

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4/4

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**G W**

Trample  
Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.

\* / \*

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**Trample**  
Burrowguard Mentor's power and toughness are each equal to the number of creatures you control.

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\* / \*

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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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| <div><div><div>Finneas, Ace Archer</div><div><div>G</div><div>W</div></div></div><div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>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.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Finneas, Ace Archer</div><div><div>G</div><div>W</div></div></div><div><div>Legendary Creature -- Rabbit Archer</div><div>Reach, vigilance<br/>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.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Hop to It2W</div><div>Sorcery</div><div>Create three 1/1 white Rabbit creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Hop to It2W</div><div>Sorcery</div><div>Create three 1/1 white Rabbit creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Hop to It2W</div><div>Sorcery</div><div>Create three 1/1 white Rabbit creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |
| <div><div>Hop to It2W</div><div>Sorcery</div><div>Create three 1/1 white Rabbit creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hushwood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Hushwood Verge</div> <div>Land</div> <div> {T}: Add {G}.<br/> {T}: Add {W}. Activate only if you control a Forest or a Plains. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                            | <div> <div>Lupinflower Village</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {W}. Spend this mana only to cast a creature spell.<br/> {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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                              | <div> <div>Oakhollow Village</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {G}. Spend this mana only to cast a creature spell.<br/> {G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                           | <div> <div>Oakhollow Village</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {G}. Spend this mana only to cast a creature spell.<br/> {G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                           |
| <div> <div>Pawpatch Recruit</div> <div> Creature -- Rabbit Warrior <div>6</div> </div> <div> 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.)<br/> Trample<br/> 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. </div> <div> <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Pawpatch Recruit</div> <div> Creature -- Rabbit Warrior <div>6</div> </div> <div> 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.)<br/> Trample<br/> 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. </div> <div> <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Pawpatch Recruit</div> <div> Creature -- Rabbit Warrior <div>6</div> </div> <div> 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.)<br/> Trample<br/> 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. </div> <div> <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Pawpatch Recruit</div> <div> Creature -- Rabbit Warrior <div>6</div> </div> <div> 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.)<br/> Trample<br/> 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. </div> <div> <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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

## Basic Land -- Plains

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W

## Enchantment

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W

## Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Rabbit Warrior

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Rabbit Warrior

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Rabbit Warrior

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Rabbit Warrior

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

W

Enchantment -- Aura

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① W

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}.

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**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Trample  
Whenever another Frog, Rabbit,  
Raccoon, or Squirrel you control  
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**G**

Trample  
Whenever another Frog, Rabbit,  
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creature.

1/1

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**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

① W

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

① W

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

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| <b>Valley Questcaller</b> (1)(W)<br><hr/> Creature -- Rabbit Warrior<br><hr/> Whenever one or more other Rabbits, Bats, Birds, and/or Mice you control enter, scry 1.<br>Other Rabbits, Bats, Birds, and Mice you control get +1/+1.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Warren Warleader</b> (2)(W)(W)<br><hr/> Creature -- Rabbit Knight<br><hr/> 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.)<br>Whenever you attack, choose one --<br>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br>* Attacking creatures you control get +1/+1 until end of turn.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Warren Warleader</b> (2)(W)(W)<br><hr/> Creature -- Rabbit Knight<br><hr/> 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.)<br>Whenever you attack, choose one --<br>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br>* Attacking creatures you control get +1/+1 until end of turn.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              | <b>Warren Warleader</b> (2)(W)(W)<br><hr/> Creature -- Rabbit Knight<br><hr/> 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.)<br>Whenever you attack, choose one --<br>* Create a 1/1 white Rabbit creature token that's tapped and attacking.<br>* Attacking creatures you control get +1/+1 until end of turn.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Make Your Move</b> (2)(W)<br><hr/> Instant<br><hr/> Destroy target artifact, enchantment, or creature with power 4 or greater.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                | <b>Make Your Move</b> (2)(W)<br><hr/> Instant<br><hr/> Destroy target artifact, enchantment, or creature with power 4 or greater.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                       | <b>Season of the Burrow</b> (3)(W)(W)<br><hr/> Sorcery<br><hr/> Choose up to five {P} worth of modes. You may choose the same mode more than once.<br>{P} -- Create a 1/1 white Rabbit creature token.<br>{P}{P} -- Exile target nonland permanent. Its controller draws a card.<br>{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.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                              |

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| <div> <div> Sheltered by Ghosts <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Unwanted Remake <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Unwanted Remake <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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