

Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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	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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight-Errant of Eos 4 W Creature -- Human Knight Convoke When this creature enters, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoked this creature. Put the revealed cards into your hand, then shuffle. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Pawpatch Recruit 6 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 PLAYbotbox.dev	Pawpatch Recruit 6 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 PLAYbotbox.dev	Pawpatch Recruit 6 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 PLAYbotbox.dev	Pawpatch Recruit 6 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 PLAYbotbox.dev

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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Sanguine Evangelist2W Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanguine Evangelist2W Creature -- Vampire Cleric Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.) When this creature enters or dies, create a 1/1 black Bat creature token with flying. 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned WarrenguardW Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned WarrenguardW Creature -- Rabbit Warrior Whenever this creature attacks while you control a token, this creature gets +2/+0 until end of turn. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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

W

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

Ⓒ

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
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,
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 ② 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 ② 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

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	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
Aven Interrupter (1)(W)(W) Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter (1)(W)(W) Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter (1)(W)(W) Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmic Rebirth (1)(G)(W) Instant Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Cosmic Rebirth1GW Instant Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand. You gain 3 life. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth, Storm Slayer3WW 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 Slayer3WW 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	Invasion of Gobakhan1W Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] D 3 ----- BACK FACE ----- Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Invasion of Gobakhan1W Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] D 3 ----- BACK FACE ----- Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moogles' Valor3WW Instant For each creature you control, create a 1/2 white Moogle creature token with lifelink. Then creatures you control gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moogles' Valor3WW Instant For each creature you control, create a 1/2 white Moogle creature token with lifelink. Then creatures you control gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace1W 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Season of the Burrow 3 W W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Season of the Burrow 3 W W 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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