

Brave-Kin Duo (W) Creature -- Rabbit Mouse {1}, {T}: Target creature gets +1/+1 until end of turn. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brave-Kin Duo (W) Creature -- Rabbit Mouse {1}, {T}: Target creature gets +1/+1 until end of turn. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brave-Kin Duo (W) Creature -- Rabbit Mouse {1}, {T}: Target creature gets +1/+1 until end of turn. Activate only as a sorcery. 1/1 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	Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life.

Carrot Cake (1)(W) Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Druid of the Spade (2)(G) Creature -- Rabbit Druid As long as you control a token, this creature gets +2/+0 and has trample. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Druid of the Spade (2)(G) Creature -- Rabbit Druid As long as you control a token, this creature gets +2/+0 and has trample. 2/3 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
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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Harvestrite Host 2 W Creature -- Rabbit Citizen Whenever this creature or another Rabbit you control enters, target creature you control gets +1/+0 until end of turn. Then draw a card if this is the second time this ability has resolved this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Head of the Homestead 3 6/W 6/W Creature -- Rabbit Citizen When this creature enters, create two 1/1 white Rabbit creature tokens. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Head of the Homestead 3 6/W 6/W Creature -- Rabbit Citizen When this creature enters, create two 1/1 white Rabbit creature tokens. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hop to It 2 W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Rabbit 2 W Creature -- Rabbit Soldier Offspring {1} (You may pay an additional {1} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, target creature you control gets +1/+1 until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Rabbit 2 W Creature -- Rabbit Soldier Offspring {1} (You may pay an additional {1} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, target creature you control gets +1/+1 until end of turn. 3/2 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

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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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	Requisition Raid 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 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

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Treeguard Duo 36 Creature -- Frog Rabbit When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treeguard Duo 36 Creature -- Frog Rabbit When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treeguard Duo 36 Creature -- Frog Rabbit When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treeguard Duo 36 Creature -- Frog Rabbit When this creature enters, until end of turn, target creature you control gains vigilance and gets +X/+X, where X is the number of creatures you control. 3/4 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	Warren Elder 1 W Creature -- Rabbit Cleric {3}{W}: Creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warren Elder 1 W Creature -- Rabbit Cleric {3}{W}: Creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil 1 W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disenchant

1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disenchant

1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disenchant

1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disenchant

1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

A large rectangular area defined by dashed lines, intended for cutting the cards. It spans the width of the page below the card templates.

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 9/9 - 4 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.