

Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Baylen, the Haymaker R G W Legendary Creature -- Rabbit Warrior Tap two untapped tokens you control: Add one mana of any color. Tap three untapped tokens you control: Draw a card. Tap four untapped tokens you control: Put three +1/+1 counters on Baylen. It gains trample until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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① ② W

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 0/4 white Wall creature token with defender.
{W}: Level 2
Whenever one or more noncreature, nonland permanents you control enter, put a +1/+1 counter on target creature you control.
{4}{W}: Level 3
When this Class becomes level 3, return target noncreature, nonland permanent card from your graveyard to the battlefield.

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① ② W

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to the battlefield.
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①②

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.

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① W

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② ③

Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

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②③

Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

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3 W W

Creature -- Elemental Coyote

When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. If that creature had power 2 or less, put a +1/+1 counter on this creature.

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3/4

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	Harvestrite Host2W 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 Homestead36/W6/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 Homestead36/W6/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 It2W Sorcery Create three 1/1 white Rabbit creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Rabbit2W 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	Jackdaw Savior2W Creature -- Bird Cleric Flying Whenever this creature or another creature you control with flying dies, return another target creature card with lesser mana value from your graveyard to the battlefield. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lifecreed Duo 1 W Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moonrise Cleric 1 W/B W/B Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moonrise Cleric 1 W/B W/B Creature -- Bat Cleric Flying Whenever this creature attacks, you gain 1 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mouse Trapper 2 W Creature -- Mouse Soldier Flash Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, tap target creature an opponent controls. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nettle Guard 1 W Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, it gets +0/+2 until end of turn. {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 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
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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	Seedpod Squire (3)(W/U) Creature -- Bird Scout Flying Whenever this creature attacks, target creature you control without flying gets +1/+1 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seedpod Squire (3)(W/U) Creature -- Bird Scout Flying Whenever this creature attacks, target creature you control without flying gets +1/+1 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sonar Strike (1)(W) Instant Sonar Strike deals 4 damage to target attacking, blocking, or tapped creature. You gain 3 life if you control a Bat. 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 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 PLAY botbox.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 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 PLAYbotbox.dev	Wax-Wane Witness 3 W Creature -- Bat Cleric Flying, vigilance Whenever you gain or lose life during your turn, this creature gets +1/+0 until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wax-Wane Witness 3 W Creature -- Bat Cleric Flying, vigilance Whenever you gain or lose life during your turn, this creature gets +1/+0 until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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