

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 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 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 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 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	Caretaker's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caretaker's Talent Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +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 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}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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 PLAY botbox.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 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	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	Overprotect Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. 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	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

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
Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Regal Bunnicorn (1)(W) Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regal Bunnicorn (1)(W) Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regal Bunnicorn (1)(W) Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regal Bunnicorn (1)(W) Creature -- Rabbit Unicorn Regal Bunnicorn's power and toughness are each equal to the number of nonland permanents you control. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanguine Evangelist (2)(W) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanguine Evangelist (2)(W) 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. 2/1 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	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	Season of Gathering (4)(G)(G) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. 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. 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. 1/1 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. 1/1 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. 1/1 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. 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Questcaller 1W 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 1W 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 1W 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 2WW 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 2WW 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	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Head of the Homestead 36W6W Creature -- Rabbit Citizen When this creature enters, create two 1/1 white Rabbit creature tokens. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Head of the Homestead 36W6W Creature -- Rabbit Citizen When this creature enters, create two 1/1 white Rabbit creature tokens. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Target creature gains deathtouch and indestructible until end of turn.

G

{2}, Sacrifice this creature: Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

Whenever you attack, creatures you control get +1/+1 until end of turn.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

Whenever you attack, creatures you control get +1/+1 until end of turn.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Delirium -- Whenever this creature enters or attacks, if there are four or more card types among cards in your graveyard, distribute two +1/+1 counters among one or two target creatures. Then if there are six or more card types among cards in your graveyard, double the number of +1/+1 counters on those creatures.

2/4

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① ⑥

Choose one --

- ```
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
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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

4 G G

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.

**{P}{P}** -- Choose artifact or enchantment. Destroy all permanents of the chosen type.

**{P}{P}{P}** -- Draw cards equal to the greatest power among creatures you control.

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| <b>Shardmage's Rescue</b> (W)<br>Enchantment -- Aura<br>Flash<br>Enchant creature you control<br>As long as this Aura entered this turn, enchanted creature has hexproof.<br>Enchanted creature gets +1/+1.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheltered by Ghosts</b> (1)(W)<br>Enchantment -- Aura<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Split Up</b> (1)(W)(W)<br>Sorcery<br>Choose one --<br>* Destroy all tapped creatures.<br>* Destroy all untapped creatures.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Unwanted Remake</b> (W)<br>Instant<br>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.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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