

Ajani, Caller of the Pride (1)(W)(W) Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on up to one target creature. [-3]: Target creature gains flying and double strike until end of turn. [-8]: Create X 2/2 white Cat creature tokens, where X is your life total. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arahbo, the First Fang (2)(W) Legendary Creature -- Cat Avatar Other Cats you control get +1/+1. Whenever Arahbo or another nontoken Cat you control enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arahbo, the First Fang (2)(W) Legendary Creature -- Cat Avatar Other Cats you control get +1/+1. Whenever Arahbo or another nontoken Cat you control enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arahbo, the First Fang (2)(W) Legendary Creature -- Cat Avatar Other Cats you control get +1/+1. Whenever Arahbo or another nontoken Cat you control enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arahbo, the First Fang (2)(W) Legendary Creature -- Cat Avatar Other Cats you control get +1/+1. Whenever Arahbo or another nontoken Cat you control enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claws Out (3)(W)(W) Instant Affinity for Cats (This spell costs {1} less to cast for each Cat you control.) Creatures you control get +2/+2 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claws Out (3)(W)(W) Instant Affinity for Cats (This spell costs {1} less to cast for each Cat you control.) Creatures you control get +2/+2 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce (1)(W) Instant 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.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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3 W W

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.

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① W W

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

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{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
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① W

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	Prideful Parent2W Creature -- Cat Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prideful Parent2W Creature -- Cat Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, create a 1/1 white Cat creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Regal Caracal (3)(W)(W) Creature -- Cat Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.) When this creature enters, create two 1/1 white Cat creature tokens with lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regal Caracal (3)(W)(W) Creature -- Cat Other Cats you control get +1/+1 and have lifelink. (Damage dealt by those creatures also causes you to gain that much life.) When this creature enters, create two 1/1 white Cat creature tokens with lifelink. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savannah Lions (W) Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savannah Lions (W) Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Savannah Lions (W) Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura 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}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura 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}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1)(W) Enchantment -- Aura 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}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyknight Squire (1)(W) Creature -- Cat Scout Whenever another creature you control enters, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyknight Squire (1)(W) Creature -- Cat Scout Whenever another creature you control enters, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has flying and is a Knight in addition to its other types. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bovine Intervention (1)(W) Instant Destroy target artifact or creature. Its controller creates a 2/2 white 0x creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bovine Intervention (1)(W) Instant Destroy target artifact or creature. Its controller creates a 2/2 white 0x creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divine Resilience Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duty Beyond Death Instant As an additional cost to cast this spell, sacrifice a creature. Creatures you control gain indestructible until end of turn. Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duty Beyond Death Instant As an additional cost to cast this spell, sacrifice a creature. Creatures you control gain indestructible until end of turn. Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duty Beyond Death Instant As an additional cost to cast this spell, sacrifice a creature. Creatures you control gain indestructible until end of turn. Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.) [sideboard] 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. [sideboard] 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. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Trapped in the Screen (2)(W)

Enchantment

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

When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

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