

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
Basri, Tomorrow's Champion (W) Legendary Creature -- Human Knight {W}, {T}, Exert Basri: Create a 1/1 white Cat creature token with lifelink. (An exerted creature won't untap during your next untap step.) Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, Cats you control gain hexproof and indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basri, Tomorrow's Champion (W) Legendary Creature -- Human Knight {W}, {T}, Exert Basri: Create a 1/1 white Cat creature token with lifelink. (An exerted creature won't untap during your next untap step.) Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, Cats you control gain hexproof and indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnwing Marshal (1)(W) Creature -- Cat Soldier Flying {4}{W}: Creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnwing Marshal (1)(W) Creature -- Cat Soldier Flying {4}{W}: Creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawnwing Marshal (1)(W) Creature -- Cat Soldier Flying {4}{W}: Creatures you control get +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence (1)(W)(W) Enchantment Creature -- Sheep Glimmer 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence (1)(W)(W) Enchantment Creature -- Sheep Glimmer 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloryheath Lynx (1)(W) Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gloryheath Lynx (1)(W) Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/3 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	Helpful Hunter (1)(W) Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Vanguard W Creature -- Cat Soldier At the beginning of combat on your turn, if you control three or more creatures, this creature gets +1/+1 until end of turn and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Patchwork Banner 3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patchwork Banner 3 Artifact As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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	Regal Caracal3WW 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 PLAYbotbox.dev	Regal Caracal3WW 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 PLAYbotbox.dev
Roaming Throne4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah LionsW Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Savannah Lions (W) Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shardmage's Rescue (W) Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1W) 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts (1W) 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltered by Ghosts (1W) 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyknight Squire (1W) 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 (1W) 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 (1W) 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 PLAYbotbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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