

Anthem of Champions (G)(W) Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anthem of Champions (G)(W) Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anthem of Champions (G)(W) Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anthem of Champions (G)(W) Enchantment Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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

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

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

Crumb and Get It

W

Instant

Gift a Food (You may promise an opponent a gift as you cast this spell. If you do, they create a Food token before its other effects. It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Target creature you control gets +2/+2 until end of turn. If the gift was promised, that creature also gains indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth's Smite

W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth's Smite

W

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GioStar - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Event)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Fortune, Loyal Steed (2)(W)

Legendary Creature -- Beast Mount

When Fortune enters, scry 2.
Whenever Fortune attacks while
saddled, at end of combat, exile it
and up to one creature that saddled
it this turn, then return those
cards to the battlefield under their
owner's control.

Saddle 1

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Fountainport

Land

```
{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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.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 bothbox.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 bothox.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 bothox.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 PLAYbotbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kutzil, Malamet Exemplar 1GW Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kutzil, Malamet Exemplar 1GW Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parting Gust 1W Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Parting Gust 1W Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parting Gust 1W Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parting Gust 1W Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. 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	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	Regal Caracal 3WW 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 Caracal 3WW 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

Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roaming Throne 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 PLAY botbox.dev
Roaming Throne 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 PLAY botbox.dev	Season of the Burrow 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. 3W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 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}. 1W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 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}. 1W 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	Sovereign Okinec Ahau (2)(G)(W) Legendary Creature -- Cat Noble Ward {2} Whenever Sovereign Okinec Ahau attacks, for each creature you control with power greater than that creature's base power, put a number of +1/+1 counters on that creature equal to the difference. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sovereign Okinec Ahau (2)(G)(W) Legendary Creature -- Cat Noble Ward {2} Whenever Sovereign Okinec Ahau attacks, for each creature you control with power greater than that creature's base power, put a number of +1/+1 counters on that creature equal to the difference. 3/4 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] 4/5 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] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring (2)(W)(W) Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GioStar - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Event)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Elspeth's Smite (W) Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite (W) Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Cub (1)(W) Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Cub (1)(W) Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. [sideboard] 2/2 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil's Flanker (2)(W) Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil's Flanker (2)(W) Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overrun (2)(G)(G)(G) Sorcery Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Frillback 2 G Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
--	--	--	--