

Adorned Pouncer (1)(W) Creature -- Cat Double strike Eternalize {3}{W}{W} ({3}{W}{W}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Cat with no mana cost. Eternalize only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adorned Pouncer (1)(W) Creature -- Cat Double strike Eternalize {3}{W}{W} ({3}{W}{W}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Cat with no mana cost. Eternalize only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adorned Pouncer (1)(W) Creature -- Cat Double strike Eternalize {3}{W}{W} ({3}{W}{W}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Cat with no mana cost. Eternalize only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adorned Pouncer (1)(W) Creature -- Cat Double strike Eternalize {3}{W}{W} ({3}{W}{W}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Cat with no mana cost. Eternalize only as a sorcery.) 1/1 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	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.	Branchloft Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ?, TAI-YO - Explorer (Holiday Night Magic)

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 1/10 - 8 cards - 2.5 x 3.5 in each

Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bronzehide Lion Creature -- Cat {G}{W}: This creature gains indestructible until end of turn. When this creature dies, return it to the battlefield. It's an Aura enchantment with enchant creature you control and "{G}{W}: Enchanted creature gains indestructible until end of turn," and it loses all other abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bronzehide Lion Creature -- Cat {G}{W}: This creature gains indestructible until end of turn. When this creature dies, return it to the battlefield. It's an Aura enchantment with enchant creature you control and "{G}{W}: Enchanted creature gains indestructible until end of turn," and it loses all other abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bronzehide Lion Creature -- Cat {G}{W}: This creature gains indestructible until end of turn. When this creature dies, return it to the battlefield. It's an Aura enchantment with enchant creature you control and "{G}{W}: Enchanted creature gains indestructible until end of turn," and it loses all other abilities. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bronzehide Lion Creature -- Cat {G}{W}: This creature gains indestructible until end of turn. When this creature dies, return it to the battlefield. It's an Aura enchantment with enchant creature you control and "{G}{W}: Enchanted creature gains indestructible until end of turn," and it loses all other abilities. 3/3 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 PLAYbotbox.dev

Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. 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 PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Feline Sovereign 26 Creature -- Cat Other Cats you control get +1/+1 and have protection from Dogs. Whenever one or more Cats you control deal combat damage to a player, destroy up to one target artifact or enchantment that player controls. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleecemane Lion GW Creature -- Cat {3}{G}{W}: Monstrosity 1. (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.) As long as this creature is monstrous, it has hexproof and indestructible. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hashep Oasis Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {G}. {1}{G}{G}, {T}, Sacrifice a Desert: Target creature gets +3/+3 until end of turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jewel Thief 26 Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jewel Thief 26 Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jewel Thief 26 Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jewel Thief 26 Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kaheera, the Orphanguard 1 6/W 6/W 3/2	Kaheera, the Orphanguard 1 6/W 6/W 3/2	Kaheera, the Orphanguard 1 6/W 6/W 3/2	Kutzil, Malamet Exemplar 1 G W 3/3
Mutavault Token Land PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Farmland Land PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Farmland Land PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Streetwise Negotiator 16 Creature -- Cat Citizen Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) This creature assigns combat damage equal to its toughness rather than its power. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Streetwise Negotiator 16 Creature -- Cat Citizen Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) This creature assigns combat damage equal to its toughness rather than its power. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple Garden

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G

Instant

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G

Instant

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X **G**

Instant

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G

Instant

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② 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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost 1W 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaheera, the Orphanguard 1GWGW Legendary Creature -- Cat Beast Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Vigilance Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil's Flanker 2W 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	Nine Lives 1WW Enchantment Hexproof If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment. When there are nine or more incarnation counters on this enchantment, exile it. When this enchantment leaves the battlefield, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Settle the Wreckage 2WWW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shapers' Sanctuary 6 Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary 6 Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Runestone 2 Artifact Nonland permanent cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Runestone 2 Artifact Nonland permanent cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
---	---	--	--