

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	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	Ajani's Sunstriker (W)(W) Creature -- Cat Cleric Lifelink (Damage dealt by this creature also causes you to gain that much life.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Apostle's Blessing (1)(WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon (3)(W) Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Berserk (G) Instant Cast this spell only before the combat damage step. Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At the beginning of the next end step, destroy that creature if it attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blade of the Sixth Pride 1W Creature -- Cat Rebel 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blossoming Defense G Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brimaz, King of Oreskos 1WW Legendary Creature -- Cat Soldier Vigilance Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking. Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature. 3/4 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
Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. 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	Choke 2G Enchantment Islands don't untap during their controllers' untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Council's Judgment Sorcery Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dromoka's Command Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eiganjo Castle Legendary Land {T}: Add {W}. {W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth, Knight-Errant Legendary Planeswalker -- Elspeth [+1]: Create a 1/1 white Soldier creature token. [+1]: Target creature gets +3/+3 and gains flying until end of turn. [-8]: You get an emblem with "Artifacts, creatures, enchantments, and lands you control have indestructible." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Felidar Cub Creature -- Cat Beast Sacrifice this creature: Destroy target enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feral Prowler Creature -- Cat When this creature dies, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flagstones of Trokair Legendary Land {T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleecemane Lion   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	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. 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	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	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glittering Lynx Creature -- Cat Prevent all damage that would be dealt to this creature. {2}: Until end of turn, this creature loses "Prevent all damage that would be dealt to this creature." Any player may activate this ability. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grizzled Leotau Creature -- Cat 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gryff's Boon Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Initiate's Companion Creature -- Cat Whenever this creature deals combat damage to a player, untap target creature or land. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jungle Lion Creature -- Cat This creature can't block. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Arbiter Creature -- Cat Cleric Players can't search libraries. Any player may pay {2} for that player to ignore this effect until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Relic-Warder Creature -- Cat Cleric When this creature enters, you may exile target artifact or enchantment. When this creature leaves the battlefield, return the exiled card to the battlefield under its owner's control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m0torhead - Commander (1v1 Commander Challenge)

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sheet 5/13 - 8 cards - 2.5 x 3.5 in each

Leonin Skyhunter (W)(W) Creature -- Cat Knight Flying 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Snarecaster (1)(W) Creature -- Cat Soldier When this creature enters, you may tap target creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loam Lion (W) Creature -- Cat This creature gets +1/+2 as long as you control a Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longtusk Cub (1)(G) Creature -- Cat Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters). Pay {E}{E}: Put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Metallic Mimic (2) Artifact Creature -- Shapeshifter As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirri, Weatherlight Duelist (1)(G)(W) Legendary Creature -- Cat Warrior First strike Whenever Mirri attacks, each opponent can't block with more than one creature this combat. As long as Mirri is tapped, no more than one creature can attack you each combat. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okina, Temple to the Grandfathers Legendary Land {T}: Add {G}. {G}, {T}: Target legendary creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oreskos Explorer 1W Creature -- Cat Scout When this creature enters, search your library for up to X Plains cards, where X is the number of players who control more lands than you. Reveal those cards, put them into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oreskos Swiftclaw 1W Creature -- Cat Warrior 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oust W Sorcery Put target creature into its owner's library second from the top. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Ancestry Land This land enters tapped. {T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Penumbra Bobcat 2 6 Creature -- Cat When this creature dies, create a 2/1 black Cat creature token. 2/1 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	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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pouncing Jaguar 6 Creature -- Cat Echo {G} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pride Sovereign 2 6 Creature -- Cat This creature gets +1/+1 for each other Cat you control. {W}, {T}, Exert this creature: Create two 1/1 white Cat creature tokens with lifelink. (An exerted creature won't untap during your next untap step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prowling Serpopard ①⑥⑥ Creature -- Cat Snake This spell can't be countered. Creature spells you control can't be countered. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qasali Pridemage ⑥⑦ Creature -- Cat Wizard Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {1}, Sacrifice this creature: Destroy target artifact or enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Rhonas the Indomitable ②⑥ Legendary Creature -- God Deathtouch, indestructible Rhonas can't attack or block unless you control another creature with power 4 or greater. {2}{G}: Another target creature gets +2/+0 and gains trample until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Cat ⑦ Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctuary Cat ⑦ Creature -- Cat 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savannah Land -- Forest Plains ({T}: Add {G} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Lions W Creature -- Cat 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattered Groves Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scythe Leopard G Creature -- Cat Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selfless Spirit 1W Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyhunter Skirmisher 1WW Creature -- Cat Knight Flying, double strike 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stalking Leonin 2W Creature -- Cat Archer When this creature enters, secretly choose an opponent. Reveal the player you chose: Exile target creature that's attacking you if it's controlled by the chosen player. Activate only once. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steppe Lynx W Creature -- Cat Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stirring Wildwood Land This land enters tapped. {T}: Add {G} or {W}. {1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoneforge Mystic Creature -- Kor Artificer When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Fire and Ice Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from blue. Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Library Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Thalia, Guardian of Thraben Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Heretic Cathar (2)(W) Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trained Caracal (W) Creature -- Cat Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte (2) Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Nacatl (G) Creature -- Cat Warrior This creature gets +1/+1 as long as you control a Mountain. This creature gets +1/+1 as long as you control a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wily Bandar (G) Creature -- Cat Monkey {2}{G}: This creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter Orb2 Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arahbo, Roar of the World3GW Legendary Creature -- Cat Avatar Eminence -- At the beginning of combat on your turn, if Arahbo is in the command zone or on the battlefield, another target Cat you control gets +3/+3 until end of turn. Whenever another Cat you control attacks, you may pay {1}{G}{W}. If you do, it gains trample and gets +X/+X until end of turn, where X is its power. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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