

Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. 3/3 ---- BACK FACE Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. 3/3 ---- BACK FACE Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. 3/3 ---- BACK FACE Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. 3/3 ---- BACK FACE Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ---- BACK FACE Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ---- BACK FACE Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ---- BACK FACE Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 ---- BACK FACE Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airbender Ascension1W Enchantment When this enchantment enters, airbend up to one target creature. Whenever a creature you control enters, put a quest counter on this enchantment. At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbender Ascension1W Enchantment When this enchantment enters, airbend up to one target creature. Whenever a creature you control enters, put a quest counter on this enchantment. At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbender Ascension1W Enchantment When this enchantment enters, airbend up to one target creature. Whenever a creature you control enters, put a quest counter on this enchantment. At the beginning of your end step, if this enchantment has four or more quest counters on it, exile up to one target creature you control, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Appa, Steadfast Guardian2WW Legendary Creature -- Bison Ally Flash Flying When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Appa, Steadfast Guardian2WW Legendary Creature -- Bison Ally Flash Flying When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Appa, Steadfast Guardian2WW Legendary Creature -- Bison Ally Flash Flying When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Appa, Steadfast Guardian2WW Legendary Creature -- Bison Ally Flash Flying When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub1G Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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
Doc Aurlock, Grizzled Genius G U Legendary Creature -- Bear Druid Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doc Aurlock, Grizzled Genius G U Legendary Creature -- Bear Druid Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doc Aurlock, Grizzled Genius G U Legendary Creature -- Bear Druid Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doc Aurlock, Grizzled Genius G U Legendary Creature -- Bear Druid Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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 PLAY botbox.dev

Hushwood Verge

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{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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{T}: Add {G}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Interdimensional Web Watch ④

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interdimensional Web Watch ④

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interdimensional Web Watch (4)

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interdimensional Web Watch ④

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

Ⓒ

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

Ⓒ

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip

W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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

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.

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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

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

Avatar's Wrath

② W W

Sorcery

Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands.

Exile Avatar's Wrath.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avatar's Wrath

② ① ②

Sorcery

Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aven Interrupter

① W W

Creature -- Bird Rogue

Flash
Flying
When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aven Interrupter

① W W

Creature -- Bird Rogue

Flash
Flying
When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 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 PLAYbotbox.dev	Get Lost 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 PLAYbotbox.dev	Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surrak, Elusive Hunter 2G Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness 36/U6/U Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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