## Aang, Swift Savior {1}{W}{U}

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


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Flying
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- - - BACK FACE - - -

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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


## Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

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.

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.)
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Exile Avatar's Wrath.

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## 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.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Flying
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Spells your opponents cast from graveyards or from exile cost {2} more to cast.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodpits Drowner (1)(U)

Creature -- Merfolk

Flash
Vigilance
When this creature enters, tap target creature an opponent controls and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 botbox.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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Glen Elendra Guardian (2)(U)

Creature -- Faerie Wizard

Flash
Flying
This creature enters with a -1/-1 counter on it.
{1}{U}, Remove a counter from this creature: Counter target noncreature spell. Its controller draws a card.

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Glen Elendra Guardian (2)(U)

Creature -- Faerie Wizard

Flash
Flying
This creature enters with a -1/-1 counter on it.
{1}{U}, Remove a counter from this creature: Counter target noncreature spell. Its controller draws a card.

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev


## High Noon (1)(W)

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

Each player can't cast more than one spell each turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Island

Basic Land -- Island

({T}: Add {U}.)

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

## No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

## 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


## Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
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This land enters tapped.
{T}: Add {W} or {U}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

**Skycoach Conductor** (2)(U)

Creature -- Bird Pilot

Flash
Flying, vigilance
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

**2/3**

- - - OTHER FACE - - -

**All Aboard** (U)

Instant

Exile target non-Pilot creature you control, then return that card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, vigilance
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

**2/3**

- - - OTHER FACE - - -

**All Aboard** (U)

Instant

Exile target non-Pilot creature you control, then return that card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Spell Snare** (U)

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Spell Snare** (U)

Instant

Counter target spell with mana value 2.

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

**Stoic Sphinx** (2)(U)(U)

Creature -- Sphinx

Flash
Flying
This creature has hexproof as long as you haven't cast a spell this turn.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Stoic Sphinx** (2)(U)(U)

Creature -- Sphinx

Flash
Flying
This creature has hexproof as long as you haven't cast a spell this turn.

**5/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

## Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Your opponents can't cast spells during your turn.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Beyond the Quiet {3}{W}{W}

Sorcery

Exile all creatures and Spacecraft.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Beyond the Quiet {3}{W}{W}

Sorcery

Exile all creatures and Spacecraft.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Get Lost {1}{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


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Instant

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[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


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* You gain 2 life and scry 2.
* Exile target player's graveyard.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Rest in Peace {1}{W}

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 PLAY botbox.dev


## Rest in Peace {1}{W}

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 PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

**Spell Snare** {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ultima** {3}{W}{W}

Sorcery

Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ultima** {3}{W}{W}

Sorcery

Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.