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| <div><div>Aang, at the Crossroads</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Aang, at the Crossroads</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Aang, Swift Savior①WU</div><div>Legendary Creature -- Human Avatar Ally</div><div>Flash<br/>Flying<br/>When Aang enters, airbend up to one other target creature or spell. (Exile it.<br/>While it's exiled, its owner may cast it for {2} rather than its mana cost.)<br/>Waterbend {8}: Transform Aang.</div><div>2/3</div><div>----- BACK FACE -----</div><div>Aang and La, Ocean's Fury</div><div>Legendary Creature -- Avatar Spirit Ally</div><div>Reach, trample<br/>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aang, Swift Savior①WU</div><div>Legendary Creature -- Human Avatar Ally</div><div>Flash<br/>Flying<br/>When Aang enters, airbend up to one other target creature or spell. (Exile it.<br/>While it's exiled, its owner may cast it for {2} rather than its mana cost.)<br/>Waterbend {8}: Transform Aang.</div><div>2/3</div><div>----- BACK FACE -----</div><div>Aang and La, Ocean's Fury</div><div>Legendary Creature -- Avatar Spirit Ally</div><div>Reach, trample<br/>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aang, Swift Savior①WU</div><div>Legendary Creature -- Human Avatar Ally</div><div>Flash<br/>Flying<br/>When Aang enters, airbend up to one other target creature or spell. (Exile it.<br/>While it's exiled, its owner may cast it for {2} rather than its mana cost.)<br/>Waterbend {8}: Transform Aang.</div><div>2/3</div><div>----- BACK FACE -----</div><div>Aang and La, Ocean's Fury</div><div>Legendary Creature -- Avatar Spirit Ally</div><div>Reach, trample<br/>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Allies at Last②⑥</div><div>Instant</div><div>Affinity for Allies (This spell costs {1} less to cast for each Ally you control.)<br/>Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Allies at Last②⑥</div><div>Instant</div><div>Affinity for Allies (This spell costs {1} less to cast for each Ally you control.)<br/>Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       | <div><div>Allies at Last②⑥</div><div>Instant</div><div>Affinity for Allies (This spell costs {1} less to cast for each Ally you control.)<br/>Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                       | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                            |

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| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Earthen Ally</div><div>6</div><div>Creature -- Human Soldier Ally</div><div>This creature gets +1/+0 for each color among Allies you control.<br/>{2}{W}{U}{B}{R}{G}: Earthbend 5.<br/>(Target land you control becomes a 0/0 creature with haste that's still a land. Put five +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Earthen Ally</div><div>6</div><div>Creature -- Human Soldier Ally</div><div>This creature gets +1/+0 for each color among Allies you control.<br/>{2}{W}{U}{B}{R}{G}: Earthbend 5.<br/>(Target land you control becomes a 0/0 creature with haste that's still a land. Put five +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthen Ally</div><div>6</div><div>Creature -- Human Soldier Ally</div><div>This creature gets +1/+0 for each color among Allies you control.<br/>{2}{W}{U}{B}{R}{G}: Earthbend 5.<br/>(Target land you control becomes a 0/0 creature with haste that's still a land. Put five +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthen Ally</div><div>6</div><div>Creature -- Human Soldier Ally</div><div>This creature gets +1/+0 for each color among Allies you control.<br/>{2}{W}{U}{B}{R}{G}: Earthbend 5.<br/>(Target land you control becomes a 0/0 creature with haste that's still a land. Put five +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earth Kingdom Protectors</div><div>W</div><div>Creature -- Human Soldier Ally</div><div>Vigilance<br/>Sacrifice this creature: Another target Ally you control gains indestructible until end of turn.<br/>(Damage and effects that say "destroy" don't destroy it.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   |

**Earth Kingdom Protectors** (W)

Creature -- Human Soldier Ally

Vigilance  
Sacrifice this creature: Another target Ally you control 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

**Earth Kingdom Protectors** (W)

Creature -- Human Soldier Ally

Vigilance  
Sacrifice this creature: Another target Ally you control 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

**Earth Kingdom Protectors** (W)

Creature -- Human Soldier Ally

Vigilance  
Sacrifice this creature: Another target Ally you control 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

## Earth King's Lieutenant (G)(W)

Creature -- Human Soldier Ally

Trample  
When this creature enters, put a +1/+1 counter on each other Ally creature you control.  
Whenever another Ally you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earth King's Lieutenant (G)(W)

Creature -- Human Soldier Ally

Trample  
When this creature enters, put a +1/+1 counter on each other Ally creature you control.  
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier Ally

Trample  
When this creature enters, put a +1/+1 counter on each other Ally creature you control.  
Whenever another Ally you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

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| <div>Great Divide Guide 16</div> <div>Creature -- Human Scout Ally</div> <div>Each land and Ally you control has "{T}": Add one mana of any color."</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                | <div>Great Divide Guide 16</div> <div>Creature -- Human Scout Ally</div> <div>Each land and Ally you control has "{T}": Add one mana of any color."</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                | <div>Great Divide Guide 16</div> <div>Creature -- Human Scout Ally</div> <div>Each land and Ally you control has "{T}": Add one mana of any color."</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     | <div>Great Divide Guide 16</div> <div>Creature -- Human Scout Ally</div> <div>Each land and Ally you control has "{T}": Add one mana of any color."</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     |
| <div>Hakoda, Selfless Commander 3W</div> <div>Legendary Creature -- Human Warrior Ally</div> <div>Vigilance<br/>You may look at the top card of your library any time.<br/>You may cast Ally spells from the top of your library.<br/>Sacrifice Hakoda: Creatures you control get +0/+5 and gain indestructible until end of turn.</div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hakoda, Selfless Commander 3W</div> <div>Legendary Creature -- Human Warrior Ally</div> <div>Vigilance<br/>You may look at the top card of your library any time.<br/>You may cast Ally spells from the top of your library.<br/>Sacrifice Hakoda: Creatures you control get +0/+5 and gain indestructible until end of turn.</div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div>Invasion Reinforcements 1W</div> <div>Creature -- Human Warrior Ally</div> <div>Flash</div> <div>When this creature enters, create a 1/1 white Ally creature token.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Invasion Reinforcements 1W</div> <div>Creature -- Human Warrior Ally</div> <div>Flash</div> <div>When this creature enters, create a 1/1 white Ally creature token.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Jasmine Dragon Tea Shop</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast an Ally spell or activate an ability of an Ally source.</div> <div>{5}, {T}: Create a 1/1 white Ally creature token.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Jasmine Dragon Tea Shop</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast an Ally spell or activate an ability of an Ally source.</div> <div>{5}, {T}: Create a 1/1 white Ally creature token.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Jasmine Dragon Tea Shop</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast an Ally spell or activate an ability of an Ally source.</div> <div>{5}, {T}: Create a 1/1 white Ally creature token.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Jasmine Dragon Tea Shop</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast an Ally spell or activate an ability of an Ally source.</div> <div>{5}, {T}: Create a 1/1 white Ally creature token.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Katara, the Fearless GWU</div> <div>Legendary Creature -- Human Warrior Ally</div> <div>If a triggered ability of an Ally you control triggers, that ability triggers an additional time.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                | <div>Katara, the Fearless GWU</div> <div>Legendary Creature -- Human Warrior Ally</div> <div>If a triggered ability of an Ally you control triggers, that ability triggers an additional time.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                |

① ②

First strike  
Whenever a player casts a  
noncreature spell, they lose 2 life.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

First strike  
Whenever a player casts a  
noncreature spell, they lose 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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 PLAY botbox.dev

## 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 PLAY botbox.dev

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| <div>Secluded Courtyard</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Secluded Courtyard</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>South Pole Voyager 1W</div> <div>Creature -- Human Scout Ally</div> <div>Whenever this creature or another Ally you control enters, you gain 1 life. If this is the second time this ability has resolved this turn, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>South Pole Voyager 1W</div> <div>Creature -- Human Scout Ally</div> <div>Whenever this creature or another Ally you control enters, you gain 1 life. If this is the second time this ability has resolved this turn, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>South Pole Voyager 1W</div> <div>Creature -- Human Scout Ally</div> <div>Whenever this creature or another Ally you control enters, you gain 1 life. If this is the second time this ability has resolved this turn, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                      | <div>South Pole Voyager 1W</div> <div>Creature -- Human Scout Ally</div> <div>Whenever this creature or another Ally you control enters, you gain 1 life. If this is the second time this ability has resolved this turn, draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                      | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            |

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| <div>Starting Town</div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                        | <div>Suki, Courageous Rescuer 1WW</div> <div>Legendary Creature -- Human Warrior Ally</div> <div>Other creatures you control get +1/+0.<br/>Whenever another permanent you control leaves the battlefield during your turn, create a 1/1 white Ally creature token. This ability triggers only once each turn.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               | <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>(T): Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                           | <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>(T): Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                           |
| <div>Aang, Swift Savior 1WU</div> <div>Legendary Creature -- Human Avatar Ally</div> <div>Flash<br/>Flying<br/>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.)<br/>Waterbend {8}: Transform Aang.</div> <div>[sideboard]</div> <div>2/3</div> <div>----- BACK FACE -----</div> <div>Aang and La, Ocean's Fury</div> <div>Legendary Creature -- Avatar Spirit Ally</div> <div>Reach, trample<br/>Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boiling Rock Rioter 2B</div> <div>Creature -- Human Rogue Ally</div> <div>Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.)<br/>Tap an untapped Ally you control: Exile target card from a graveyard. Whenever this creature attacks, you may cast an Ally spell from among cards you own exiled with this creature.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boiling Rock Rioter 2B</div> <div>Creature -- Human Rogue Ally</div> <div>Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.)<br/>Tap an untapped Ally you control: Exile target card from a graveyard. Whenever this creature attacks, you may cast an Ally spell from among cards you own exiled with this creature.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boiling Rock Rioter 2B</div> <div>Creature -- Human Rogue Ally</div> <div>Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.)<br/>Tap an untapped Ally you control: Exile target card from a graveyard. Whenever this creature attacks, you may cast an Ally spell from among cards you own exiled with this creature.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 8/10 - 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.

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| <b>Earth Kingdom Jailer</b> ②①W<br>Creature -- Human Soldier Ally<br>When this creature enters, exile up to one target artifact, creature, or enchantment an opponent controls with mana value 3 or greater until this creature leaves the battlefield.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Earth Kingdom Jailer</b> ②①W<br>Creature -- Human Soldier Ally<br>When this creature enters, exile up to one target artifact, creature, or enchantment an opponent controls with mana value 3 or greater until this creature leaves the battlefield.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Earth Kingdom Jailer</b> ②①W<br>Creature -- Human Soldier Ally<br>When this creature enters, exile up to one target artifact, creature, or enchantment an opponent controls with mana value 3 or greater until this creature leaves the battlefield.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Earth Kingdom Jailer</b> ②①W<br>Creature -- Human Soldier Ally<br>When this creature enters, exile up to one target artifact, creature, or enchantment an opponent controls with mana value 3 or greater until this creature leaves the battlefield.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Mai, Scornful Striker</b> ①①B<br>Legendary Creature -- Human Noble Ally<br>First strike<br>Whenever a player casts a noncreature spell, they lose 2 life.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                            | <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                   | <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                   | <b>Pick Your Poison</b> ⑥<br>Sorcery<br>Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                   |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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.

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| <div> <b>Pick Your Poison</b> <span>6</span> </div> <hr/> <div> <b>Sorcery</b> </div> <hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Ty Lee, Chi Blocker</b> <span>2</span><span>U</span> </div> <hr/> <div> <b>Legendary Creature -- Human Performer Ally</b> </div> <hr/> <p><b>Flash</b></p> <p><b>Prowess</b> (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When Ty Lee enters, tap up to one target creature. It doesn't untap during its controller's untap step for as long as you control Ty Lee.</p> <p>[sideboard]</p> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Ty Lee, Chi Blocker</b> <span>2</span><span>U</span> </div> <hr/> <div> <b>Legendary Creature -- Human Performer Ally</b> </div> <hr/> <p><b>Flash</b></p> <p><b>Prowess</b> (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When Ty Lee enters, tap up to one target creature. It doesn't untap during its controller's untap step for as long as you control Ty Lee.</p> <p>[sideboard]</p> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |  |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

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.