

Aang, at the Crossroads Card ----- OTHER FACE ----- Aang, at the Crossroads Card 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, the Last Airbender ③W Legendary Creature -- Human Avatar Ally Flying When Aang enters, airbend up to one other target nonland permanent. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a Lesson spell, Aang gains lifelink until end of turn. 3/2 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
Airbender Ascension ①W 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 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. 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. 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. 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chomping Changeling 26 Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, destroy up to one target artifact or enchantment. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chronicle of Victory 6 Legendary Artifact As Chronicle of Victory enters, choose a creature type. Creatures you control of the chosen type get +2/+2 and have first strike and trample. Whenever you cast a spell of the chosen type, draw a card. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earth Kingdom Jailer 2W Creature -- Human Soldier Ally 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Earth Kingdom Jailer 2W Creature -- Human Soldier Ally 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earth Kingdom Jailer 2W Creature -- Human Soldier Ally 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. 3/3 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. 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. Whenever another Ally you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gran-Gran (U) Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Divide Guide 16 Creature -- Human Scout Ally Each land and Ally you control has "{T}": Add one mana of any color." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Divide Guide 16 Creature -- Human Scout Ally Each land and Ally you control has "{T}": Add one mana of any color." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hakoda, Selfless Commander 3W Legendary Creature -- Human Warrior Ally Vigilance You may look at the top card of your library any time. You may cast Ally spells from the top of your library. Sacrifice Hakoda: Creatures you control get +0/+5 and gain indestructible until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haru, Hidden Talent 16 Legendary Creature -- Human Peasant Ally Whenever another Ally you control 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Haru, Hidden Talent 16 Legendary Creature -- Human Peasant Ally Whenever another Ally you control 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jasmine Dragon Tea Shop Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell or activate an ability of an Ally source. {5}, {T}: Create a 1/1 white Ally creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jasmine Dragon Tea Shop Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell or activate an ability of an Ally source. {5}, {T}: Create a 1/1 white Ally creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jasmine Dragon Tea Shop Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell or activate an ability of an Ally source. {5}, {T}: Create a 1/1 white Ally creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jasmine Dragon Tea Shop Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell or activate an ability of an Ally source. {5}, {T}: Create a 1/1 white Ally creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Katara, the Fearless G W U Legendary Creature -- Human Warrior Ally If a triggered ability of an Ally you control triggers, that ability triggers an additional time. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Katara, the Fearless G W U Legendary Creature -- Human Warrior Ally If a triggered ability of an Ally you control triggers, that ability triggers an additional time. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mai, Scornful Striker 1 B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momo, Playful Pet W Legendary Creature -- Lemur Bat Ally Flying, vigilance When Momo leaves the battlefield, choose one -- * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") * Put a +1/+1 counter on target creature you control. * Scry 2. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Redemption 1 W Enchantment -- Aura Enchant creature Enchanted creature can't attack or block. {5}, Sacrifice this Aura: Exile enchanted creature. Create a 1/1 white Ally creature token. Activate only during your turn. 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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restoration Magic Instant Tiered (Choose one additional cost.) * Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn. * Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life. * Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 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	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
Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokka, Lateral Strategist 1WUWU Legendary Creature -- Human Warrior Ally Vigilance Whenever Sokka and at least one other creature attack, draw a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

South Pole Voyager 1 W Creature -- Human Scout Ally 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	South Pole Voyager 1 W Creature -- Human Scout Ally 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	South Pole Voyager 1 W Creature -- Human Scout Ally 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ty Lee, Chi Blocker 2 U Legendary Creature -- Human Performer Ally Flash Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cease 1 6/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 4 6/W 6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 1 6/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 4 6/W 6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 1 6/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 4 6/W 6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 1 6/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 4 6/W 6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chomping Changeling 2 6 Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, destroy up to one target artifact or enchantment. [sideboard] 1/2 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	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
--	---	---	---

