

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck) sheet 1/10 - 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.

Allies at Last ②⑥ Instant Affinity for Allies (This spell costs {1} less to cast for each Ally you control.) Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Allies at Last ②⑥ Instant Affinity for Allies (This spell costs {1} less to cast for each Ally you control.) Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. 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	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	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

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. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earthen Ally Creature -- Human Soldier Ally This creature gets +1/+0 for each color among Allies you control. {2}{W}{U}{B}{R}{G}: Earthbend 5. (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.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earthen Ally Creature -- Human Soldier Ally This creature gets +1/+0 for each color among Allies you control. {2}{W}{U}{B}{R}{G}: Earthbend 5. (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.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earthen Ally Creature -- Human Soldier Ally This creature gets +1/+0 for each color among Allies you control. {2}{W}{U}{B}{R}{G}: Earthbend 5. (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.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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

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Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

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Forest

Basic Land -- Forest

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

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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	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	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion Reinforcements ①W Creature -- Human Warrior Ally Flash When this creature enters, create a 1/1 white Ally creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion Reinforcements ①W Creature -- Human Warrior Ally Flash When this creature enters, create a 1/1 white Ally creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	South Pole Voyager1W 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 Voyager1W 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 Voyager1W 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 Voyager1W 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	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 PLAYbotbox.dev

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Aang's Iceberg Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aang's Iceberg Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Allies at Last Instant Affinity for Allies (This spell costs {1} less to cast for each Ally you control.) Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Allies at Last Instant Affinity for Allies (This spell costs {1} less to cast for each Ally you control.) Up to two target creatures you control each deal damage equal to their power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boiling Rock Rioter 2B Creature -- Human Rogue Ally Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.) 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boiling Rock Rioter 2B Creature -- Human Rogue Ally Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.) 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boiling Rock Rioter 2B Creature -- Human Rogue Ally Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.) 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detect Intrusion (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Detect Intrusion (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detect Intrusion (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detect Intrusion (card data unavailable) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mai, Scornful Striker 1B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

