

Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collected Company Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Earth Kingdom Jailer (2)(W) 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 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
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$$(\{T\} : \text{Add } \{G\}.)$$

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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

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Creature -- Human Scout Ally

Each land and Ally you control has
"{T}: Add one mana of any color."

2/3

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Invasion Reinforcements (1)(W)

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 ①②

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When this creature enters, create a
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1/1

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Warrior Ally

If a triggered ability of an Ally you control triggers, that ability triggers an additional time.

3/3

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Basic Land -- Plains

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

Creature -- Goblin Warrior Ally

Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)

Haste

When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

As this land enters, choose a creature type.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Legendary Creature -- Human Warrior Ally

Other creatures you control get +1/+0.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 2/4

Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Calamity's Wake 1W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity's Wake 1W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Calamity's Wake 1W Instant Exile all graveyards. Players can't cast noncreature spells this turn. Exile Calamity's Wake. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 W

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3/3

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② W

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① (W/U) (W/U)

Whenever Sokka and at least one other creature attack, draw a card.

2/4

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① W/U W/U

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① ② W

Waterbend {5}: Look at the top four cards of your library. You may reveal a creature card with power 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Water Tribe Rallier

1W

Creature -- Human Soldier Ally

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[sideboard]

2/2

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[sideboard]

2/2

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