

Collected Company 3 6 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 PLAY botbox.dev	Collected Company 3 6 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 PLAY botbox.dev	Collected Company 3 6 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 PLAY botbox.dev	Collected Company 3 6 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 PLAY botbox.dev
Earthen Ally 6 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 6 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 6 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 6 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

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

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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.

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	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	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 1G 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
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Playtest cards - Cocorico3 - Pioneer (Peasant Pioneer 3: The Reckoning)

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.

sheet 4/9 - 8 cards - 2.5 x 3.5 in each

Invasion Reinforcements ①①W 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 ①①W 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 ①①W 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	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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sec1uded 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 PLAY botbox.dev

South Pole Voyager ①W

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.

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South Pole Voyager (1)(W)

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Suki, Courageous Rescuer (1)(W)(W)

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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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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Spellbinder

2W

Creature -- Human Cleric

Flying
When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

[sideboard]

3/1

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Expedition Envoy

W

Creature -- Human Scout Ally

[sideboard]

2/1

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