

Ally Encampment Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell. {1}, {T}, Sacrifice this land: Return target Ally you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ally Encampment Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell. {1}, {T}, Sacrifice this land: Return target Ally you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ally Encampment Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell. {1}, {T}, Sacrifice this land: Return target Ally you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ally Encampment Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell. {1}, {T}, Sacrifice this land: Return target Ally you control to its owner's hand. 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	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

3 G

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.

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3 G

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W

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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G W

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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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	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
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Great Divide Guide 1 G 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 1 G 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	Hada Freeblade W Creature -- Human Soldier Ally Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hada Freeblade W Creature -- Human Soldier Ally Whenever this creature or another Ally you control enters, you may put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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	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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Boiling Rock Rioter 2 B 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 PLAY botbox.dev	Boiling Rock Rioter 2 B 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 PLAY botbox.dev	Boiling Rock Rioter 2 B 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 PLAY botbox.dev	Boiling Rock Rioter 2 B 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 PLAY botbox.dev

Damping Sphere (2) Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jwari Shapeshifter (1)(U) Creature -- Shapeshifter Ally You may have this creature enter as a copy of any Ally creature on the battlefield. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jwari Shapeshifter (1)(U) Creature -- Shapeshifter Ally You may have this creature enter as a copy of any Ally creature on the battlefield. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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