

Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allies at Last 2 G 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Allies at Last 2 G 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allies at Last 2 G 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boiling Rock Rioter 2 B 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boiling Rock Rioter 2 B 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 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 G 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 G 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 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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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	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) 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	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

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	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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

② ② W

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

①②

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

①②

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

① ② W

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

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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. 2/4 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. 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. 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. 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	Dawn's Truce (1)(W) Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce (1)(W) Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] 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	Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hakoda, Selfless Commander 3 W 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. [sideboard] 3/5 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Sense 1U Instant Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.) Counter target instant spell, sorcery spell, or triggered ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Sense 1U Instant Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.) Counter target instant spell, sorcery spell, or triggered ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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