

Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. <div>3/3</div> <div>BACK FACE</div> Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. <div>3/3</div> <div>BACK FACE</div> Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. <div>3/3</div> <div>BACK FACE</div> Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, at the Crossroads ②⑥WU Legendary Creature -- Human Avatar Ally Flying When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep. <div>3/3</div> <div>BACK FACE</div> Aang, Destined Savior Legendary Creature -- Avatar Ally Flying Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally 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. <div>2/3</div> <div>BACK FACE</div> Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally 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. <div>2/3</div> <div>BACK FACE</div> Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally 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. <div>2/3</div> <div>BACK FACE</div> Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior ①WU Legendary Creature -- Human Avatar Ally 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. <div>2/3</div> <div>BACK FACE</div> Aang and La, Ocean's Fury Legendary Creature -- Avatar Spirit Ally Reach, trample Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zheng, Li - Standard (???2 / Standard Cup 2)

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 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Boiling Rock Rioter</div><div>2B</div></div><div>Creature -- Human Rogue Ally</div><div>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.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boiling Rock Rioter</div><div>2B</div></div><div>Creature -- Human Rogue Ally</div><div>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.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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.	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.)	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.)	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.)
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

{T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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

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2/3

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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.

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.

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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

Invasion Reinforcements ①②

Creature -- Human Warrior Ally

Flash
When this creature enters, create a
1/1 white Ally creature token.

1/1

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Invasion Reinforcements ①②

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When this creature enters, create a
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Invasion Reinforcements (1)(W)

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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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<div>Mai, Scornful Striker 1 B</div> <div>Legendary Creature -- Human Noble Ally</div> <div> First strike Whenever a player casts a noncreature spell, they lose 2 life. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mardu Siegebreaker 1 R W B</div> <div>Creature -- Human Warrior</div> <div> Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Secluded Courtyard</div> <div>Land</div> <div> 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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Secluded Courtyard</div> <div>Land</div> <div> 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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div>Allies at Last</div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Allies at Last</div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Allies at Last</div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Boiling Rock Rioter</div> <div>Creature -- Human Rogue Ally</div> <div>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.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Cloak and Dagger, Entwined (1)(W)(B)</p> <p>Legendary Creature -- Human Hero</p> <p>Deathtouch, lifelink When Cloak and Dagger enter, choose target opponent and up to one target creature they control. They reveal their hand. You may exile a nonland card from their hand or the chosen creature until Cloak and Dagger leave the battlefield.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Heritage Reclamation (1)(G)</p> <p>Instant</p> <p>Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Heritage Reclamation (1)(G)</p> <p>Instant</p> <p>Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Jennifer Walters (1)(W)</p> <p>Legendary Creature -- Human Advisor Hero</p> <p>Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>2/3</p> <p>--- BACK FACE ---</p> <p>The Sensational She-Hulk (3)(G)(W)(W)</p> <p>Legendary Creature -- Gamma Hero</p> <p>Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Kellan, Inquisitive Prodigy (2)(G)(U)</p> <p>Legendary Creature -- Human Faerie Detective</p> <p>Flying, vigilance Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.</p> <p>[sideboard]</p> <p>3/4</p> <p>--- ADVENTURE ---</p> <p>Tail the Suspect (G)(U)</p> <p>Sorcery -- Adventure</p> <p>Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mai, Scornful Striker (1)(B)</p> <p>Legendary Creature -- Human Noble Ally</p> <p>First strike Whenever a player casts a noncreature spell, they lose 2 life.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Morningtide's Light (3)(W)</p> <p>Sorcery</p> <p>Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control. Until your next turn, prevent all damage that would be dealt to you. Exile Morningtide's Light.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spider-Sense (1)(U)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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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 9/10 - 8 cards - 2.5 x 3.5 in each

<div>Spider-Sense 1 U</div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Superior Spider-Man 2 U B</div> <div>Legendary Creature -- Spider Human Hero</div> <div>Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>The Sentry, Golden Guardian 3 W</div> <div>Legendary Creature -- Human Hero</div> <div>Flying, vigilance, indestructible When The Sentry enters, target opponent creates The Void, a legendary 5/5 black Horror Villain creature token with flying, indestructible, and "The Void attacks each combat if able."</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	
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