Aang, at the Crossroads {2}{G}{W}{U}

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.

3/3

- - - BACK FACE - - -

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.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Avatar Ally

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aang, Swift Savior {1}{W}{U}

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.

2/3

- - - BACK FACE - - -

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.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aang, Swift Savior {1}{W}{U}

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.)
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Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Affinity for Allies (This spell costs {1} less to cast for each Ally you control.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Noah18 - Standard (Regional Championship - SCG CON Washington DC - Season sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Land

As this land enters, choose a creature type.
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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

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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

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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

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Earth King's Lieutenant {G}{W}

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

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Playtest cards - Noah18 - Standard (Regional Championship - SCG CON Washington DC - Season sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

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.

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

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 {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

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

Playtest cards - Noah18 - Standard (Regional Championship - SCG CON Washington DC - Season sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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{5}, {T}: Create a 1/1 white Ally creature token.

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{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

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

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3/3

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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

Mai, Scornful Striker {1}{B}

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Secluded 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

Secluded Courtyard

Land

As this land enters, choose a creature type.
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{T}: Add {C}.
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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

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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.

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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

Wartime Protestors 3R

Creature -- Human Rebel Ally

Haste
Whenever another Ally you control enters, put a +1/+1 counter on that creature and it gains haste until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wartime Protestors 3R

Creature -- Human Rebel Ally

Haste
Whenever another Ally you control enters, put a +1/+1 counter on that creature and it gains haste until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boiling Rock Rioter 2B

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

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling 2G

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling 2G

Creature -- Shapeshifter

Changeling (This card is every creature type.)
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[sideboard]

1/2

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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

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[sideboard]

3/3

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

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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Winnowing {4}{W}{W}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Noah18 - Standard (Regional Championship - SCG CON Washington DC - Season sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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