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

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

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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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- - - BACK FACE - - -

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2/3

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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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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

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

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Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G} or {U}.

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

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Celestial Reunion {X}{G}

Sorcery

As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that type.
Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. If this spell's additional cost was paid and the revealed card is the chosen type, put that card onto the battlefield instead of putting it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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

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Whenever another Ally you control enters, put a +1/+1 counter on this creature.

1/1

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

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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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
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This land is the chosen type.

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Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

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

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
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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

Allies at Last 2G

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando 1W

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke 1U

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke 1U

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Octain, Nain - Standard (Regional Championship - SCG CON Washington DC - sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

[sideboard]

1/1

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

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectacular Spider-Man {1}{W}

Legendary Creature -- Spider Human Hero

Flash
{1}: Spectacular Spider-Man gains flying until end of turn.
{1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Sense {1}{U}

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

Surrak, Elusive Hunter {2}{G}

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

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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]

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Sorcery

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