Aang, at the Crossroads

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

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

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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

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that 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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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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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

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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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{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

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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

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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.

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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.
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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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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

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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

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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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{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

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}.)
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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

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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]

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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.

[sideboard]

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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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

Chomping Changeling (2)(G)

Creature -- Shapeshifter

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

[sideboard]

1/2

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Creature -- Shapeshifter

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

1/2

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

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

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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.
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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

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Scout for Survivors 2W

Sorcery

Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts 1W

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]

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Sheltered by Ghosts 1W

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Enchant creature you control
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