

Aang, at the Crossroads

Card

-- OTHER FACE --

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Aang, Swift Savior①WU

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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Boiling Rock Rioter②B

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

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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

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;

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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. 3/3 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	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
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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

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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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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

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Creature -- Human Scout Ally

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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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Katara, the Fearless GWU

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

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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

Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

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Card

[sidebar]

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Aang's Iceberg

② ② W

Enchantment

Flash
When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield.

Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

[sidebar]

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Aang's Iceberg

②⑤

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[sideboard]

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

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	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	Annul U Instant Counter target artifact or enchantment spell. [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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Heritage Reclamation ①⑥

Instant

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker ①Ⓑ

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

Ty Lee, Chi Blocker ②①

Legendary Creature -- Human Performer Ally

Flash

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When Ty Lee enters, tap up to one target creature. It doesn't untap during its controller's untap step for as long as you control Ty Lee.

[sideboard]

2/1

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