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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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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5/5

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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As this land enters, choose a creature type.
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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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Collected Company {3}{G}

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

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Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

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

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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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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

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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 {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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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

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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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

Michelangelo's Technique {4}{G}

Sorcery

Sneak {3}{G} (You may cast this spell for {3}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Look at the top eight cards of your library. Put up to two creature cards with total mana value 6 or less from among them onto the battlefield and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repel Calamity {1}{W}

Instant

Destroy target creature with power or toughness 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

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

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Seachrome Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled 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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

South Pole Voyager {1}{W}

Creature -- Human Scout Ally

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2/2

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}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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

Thalia's Lieutenant 1W

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control.
Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia's Lieutenant 1W

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on each other Human you control.
Whenever another Human you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon, Ally of Zendikar 2WW

Legendary Planeswalker -- Gideon

[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
[0]: Create a 2/2 white Knight Ally creature token.
[-4]: You get an emblem with "Creatures you control get +1/+1."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon's Triumph 1W

Instant

Target opponent sacrifices a creature of their choice that attacked or blocked this turn. If you control a Gideon planeswalker, that player sacrifices two of those creatures of their choice instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon's Triumph 1W

Instant

Target opponent sacrifices a creature of their choice that attacked or blocked this turn. If you control a Gideon planeswalker, that player sacrifices two of those creatures of their choice instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Moonlight 1W

Instant

Until end of turn, if a creature would enter and it wasn't cast, exile it instead.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hallowed Moonlight {1}{W}

Instant

Until end of turn, if a creature would enter and it wasn't cast, exile it instead.
Draw a card.

[sideboard]

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

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[sideboard]

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Rest in Peace {1}{W}

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[sideboard]

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Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

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