

Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U 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 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulate Wisdom 1 U Instant -- Lesson Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Airbender's Reversal 1 W Instant -- Lesson Choose one -- * Destroy target attacking creature. * Airbend target creature you control. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbender's Reversal 1 W Instant -- Lesson Choose one -- * Destroy target attacking creature. * Airbend target creature you control. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbender's Reversal 1 W Instant -- Lesson Choose one -- * Destroy target attacking creature. * Airbend target creature you control. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbender's Reversal 1 W Instant -- Lesson Choose one -- * Destroy target attacking creature. * Airbend target creature you control. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Airbending Lesson 2 W Instant -- Lesson Airbend target nonland permanent. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbending Lesson 2 W Instant -- Lesson Airbend target nonland permanent. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbending Lesson 2 W Instant -- Lesson Airbend target nonland permanent. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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	Curious Farm Animals Creature -- Boar Elk Bird Ox When this creature dies, you gain 3 life. {2}, Sacrifice this creature: Destroy up to one target artifact or enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Farm Animals Creature -- Boar Elk Bird Ox When this creature dies, you gain 3 life. {2}, Sacrifice this creature: Destroy up to one target artifact or enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gran-Gran Legendary Creature -- Human Peasant Ally Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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It'll Quench Ya! 1 U Instant -- Lesson Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	It'll Quench Ya! 1 U Instant -- Lesson Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	It'll Quench Ya! 1 U Instant -- Lesson Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	It'll Quench Ya! 1 U Instant -- Lesson Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Octopus Form U Instant -- Lesson Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Octopus Form U Instant -- Lesson Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Octopus Form U Instant -- Lesson Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) 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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Relic's Roar Instant Until end of turn, target artifact or creature becomes a Dinosaur artifact creature with base power and toughness 4/3 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic's Roar Instant Until end of turn, target artifact or creature becomes a Dinosaur artifact creature with base power and toughness 4/3 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic's Roar Instant Until end of turn, target artifact or creature becomes a Dinosaur artifact creature with base power and toughness 4/3 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic's Roar Instant Until end of turn, target artifact or creature becomes a Dinosaur artifact creature with base power and toughness 4/3 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Serpent of the Pass Creature -- Serpent If there are three or more Lesson cards in your graveyard, you may cast this spell as though it had flash. This spell costs {1} less to cast for each noncreature, nonland card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serpent of the Pass Creature -- Serpent If there are three or more Lesson cards in your graveyard, you may cast this spell as though it had flash. This spell costs {1} less to cast for each noncreature, nonland card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serpent of the Pass Creature -- Serpent If there are three or more Lesson cards in your graveyard, you may cast this spell as though it had flash. This spell costs {1} less to cast for each noncreature, nonland card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serpent of the Pass Creature -- Serpent If there are three or more Lesson cards in your graveyard, you may cast this spell as though it had flash. This spell costs {1} less to cast for each noncreature, nonland card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ty Lee, Chi Blocker (2)(U) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ty Lee, Chi Blocker (2)(U) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ty Lee, Chi Blocker (2)(U) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ty Lee, Chi Blocker (2)(U) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avatar's Wrath (2)(W)(W) Sorcery Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar's Wrath (2)(W)(W) Sorcery Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands. Exile Avatar's Wrath. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang Basics (U) Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang Basics (U) Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash
When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash
When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this creature dies, you gain 3 life.

{2}, Sacrifice this creature:
Destroy up to one target artifact or enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose target creature you control and target Equipment. Gain control of that Equipment until end of turn. Attach it to the chosen creature. When you lose control of that Equipment this turn, if it's attached to a creature you control, unattach it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory

① W

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yip Yip!

W

Instant -- Lesson

Target creature you control gets +2/+2 until end of turn. If that creature is an Ally, it also gains flying until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yip Yip!

W

Instant -- Lesson

Target creature you control gets +2/+2 until end of turn. If that creature is an Ally, it also gains flying until end of turn.

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