Academic Dispute (R)

Instant

Target creature blocks this turn if able. You may have it gain reach until end of turn.
Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger (R)

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
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Playtest cards - Satou, Fumiaki - Pioneer v3 Group A5699B (Slickshot Show-Off, Leyline of sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Blackcleave Cliffs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B} or {R}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp (R)

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
When this creature dies, it deals damage equal to its power to any target.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Sell-Sword (1)(B)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

- - - ADVENTURE - - -

Burn Together (R)

Sorcery -- Adventure

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

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Playtest cards - Satou, Fumiaki - Pioneer v3 Group A5699B (Slickshot Show-Off, Leyline of sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Resonance {2}{R}{R}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear {R}

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Show-Off {1}{R}

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Scar Mage {R}

Creature -- Human Wizard

Prowess
If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Soul-Scar Mage Ⓡ

Creature -- Human Wizard

Prowess
If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Scar Mage Ⓡ

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If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfurous Springs

Land

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn Inside Out Ⓡ

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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Wild Ride {R}

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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Target creature gets +3/+0 and gains haste until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aang's Journey {2}

Sorcery -- Lesson

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Search your library for a basic land card. If this spell was kicked, instead search your library for a basic land card and a Shrine card. Reveal those cards, put them into your hand, then shuffle.
You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abandon Attachments {1}{U/R}

Instant -- Lesson

You may discard a card. If you do, draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Combustion Technique {1}{R}

Instant -- Lesson

Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decorum Dissertation {3}{B}{B}

Sorcery -- Lesson

Target player draws two cards and loses 2 life.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

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Firebending Lesson {R}

Instant -- Lesson

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firebending Lesson {R}

Instant -- Lesson

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iroh's Demonstration {1}{R}

Sorcery -- Lesson

Choose one --
* Iroh's Demonstration deals 1 damage to each creature your opponents control.
* Iroh's Demonstration deals 4 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iroh's Demonstration {1}{R}

Sorcery -- Lesson

Choose one --
* Iroh's Demonstration deals 1 damage to each creature your opponents control.
* Iroh's Demonstration deals 4 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ozai's Cruelty {2}{B}

Sorcery -- Lesson

Ozai's Cruelty deals 2 damage to target player. That player discards two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Price of Freedom {1}{R}

Sorcery -- Lesson

Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redirect Lightning {R}

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

[sideboard]

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Thoughtseize (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

[sideboard]

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Sorcery

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[sideboard]

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