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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You gain 2 life.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant -- Lesson

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Remmerio - Standard (Standard Artisan Metachallenge - February 2026) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boiling Rock Prison

Land

This land enters tapped.
{T}: Add {B} or {R}.
{4}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boiling Rock Prison

Land

This land enters tapped.
{T}: Add {B} or {R}.
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Boiling Rock Prison

Land

This land enters tapped.
{T}: Add {B} or {R}.
{4}, {T}, Sacrifice this land: Draw a card.

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.

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.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crescent Island Temple (3)(R)

Legendary Enchantment -- Shrine

When Crescent Island Temple enters, for each Shrine you control, create a 1/1 red Monk creature token with prowess. (Whenever you cast a noncreature spell, it gets +1/+1 until end of turn.)
Whenever another Shrine you control enters, create a 1/1 red Monk creature token with prowess.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crescent Island Temple (3)(R)

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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.

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.)
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gran-Gran (U)

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 (U)

Legendary Creature -- Human Peasant Ally

Whenever Gran-Gran becomes tapped, draw a card, then discard a card.
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1/2

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.

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iroh's Demonstration (1)(R)

Sorcery -- Lesson

Choose one --
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* Iroh's Demonstration deals 4 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Remmerio - Standard (Standard Artisan Metachallenge - February 2026) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.

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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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Northern Air Temple (B)

Legendary Enchantment -- Shrine

When Northern Air Temple enters, each opponent loses X life and you gain X life, where X is the number of Shrines you control.
Whenever another Shrine you control enters, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Northern Air Temple (B)

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When Northern Air Temple enters, each opponent loses X life and you gain X life, where X is the number of Shrines you control.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serpent's Pass

Land

This land enters tapped.
{T}: Add {U} or {B}.
{4}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Spirit Oasis (2)(U)

Legendary Enchantment -- Shrine

When The Spirit Oasis enters, draw a card for each Shrine you control.
Whenever another Shrine you control enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Spirit Oasis (2)(U)

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White Lotus Hideout

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Lesson or Shrine spell.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Lotus Hideout

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Lesson or Shrine spell.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Vendetta (3)(B)

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Vendetta (3)(B)

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[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

Combustion Technique (1)(R)

Instant -- Lesson

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[sideboard]

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Dragonfly Swarm {1}{U}{R}

Creature -- Dragon Insect

Flying, ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
This creature's power is equal to the number of noncreature, nonland cards in your graveyard.
When this creature dies, if there's a Lesson card in your graveyard, draw a card.

[sideboard]

*/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonfly Swarm {1}{U}{R}

Creature -- Dragon Insect

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When this creature dies, if there's a Lesson card in your graveyard, draw a card.

[sideboard]

*/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Epic Downfall {1}{B}

Sorcery

Exile target creature with mana value 3 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Epic Downfall {1}{B}

Sorcery

Exile target creature with mana value 3 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It'll Quench Ya! {1}{U}

Instant -- Lesson

Counter target spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It'll Quench Ya! {1}{U}

Instant -- Lesson

Counter target spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It'll Quench Ya! {1}{U}

Instant -- Lesson

Counter target spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It'll Quench Ya! {1}{U}

Instant -- Lesson

Counter target spell unless its controller pays {2}.

[sideboard]

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Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

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