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

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/9 - 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; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Chart a Course {1}{U}

Sorcery

Draw two cards. Then discard a card unless you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Koi {4}{U}{U}

Creature -- Fish

Waterbend {3}: This creature can't be blocked this turn. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)
Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Into the Flood Maw (U)

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/9 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It'll Quench Ya! (1)(U)

Instant -- Lesson

Counter target spell unless its controller pays {2}.

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 5/9 - 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; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Kiora, the Rising Tide 2U

Legendary Creature -- Merfolk Noble

When Kiora enters, draw two cards, then discard two cards.
Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt U

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/9 - 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; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Serpent of the Pass {5}{U}{U}

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolarian Terror {6}{U}

Creature -- Serpent

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

5/5

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Waterbending Lesson 3U

Sorcery -- Lesson

Draw three cards. Then discard a card unless you waterbend {2}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

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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

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Instant

Counter target artifact or enchantment spell.

[sideboard]

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/9 - 8 cards - 2.5 x 3.5 in each

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An Offer You Can't Refuse (U)

Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[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]

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

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Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 9/9 - 8 cards - 2.5 x 3.5 in each

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