

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 PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abandoned Air Temple Land This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accumulate Wisdom 1U 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 PLAYbotbox.dev	Accumulate Wisdom 1U 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 PLAYbotbox.dev	Accumulate Wisdom 1U 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Combustion Technique 1R 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 PLAYbotbox.dev
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Crescent Island Temple ③R 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 PLAYbotbox.dev	Crescent Island Temple ③R 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 PLAYbotbox.dev	Crescent Island Temple ③R 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 PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guru Pathik ②⑥/①⑥/① Legendary Creature -- Human Monk Ally When Guru Pathik enters, look at the top five cards of your library. You may reveal a Lesson, Saga, or Shrine card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Whenever you cast a Lesson, Saga, or Shrine spell, put a +1/+1 counter on another target creature you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

② G/U G/U

When **Guru Pathik** enters, look at the top five cards of your library. You may reveal a Lesson, Saga, or Shrine card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

Whenever you cast a Lesson, Saga, or Shrine spell, put a +1/+1 counter on another target creature you control.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kyoshi Island Plaza Legendary Enchantment -- Shrine When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle. Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kyoshi Island Plaza Legendary Enchantment -- Shrine When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle. Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kyoshi Island Plaza Legendary Enchantment -- Shrine When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle. Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kyoshi Island Plaza Legendary Enchantment -- Shrine When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle. Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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	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 PLAYbotbox.dev	Northern Air Temple 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 PLAYbotbox.dev	Northern Air Temple 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 PLAYbotbox.dev	Northern Air Temple 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 PLAYbotbox.dev
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Southern Air Temple 3 W Legendary Enchantment -- Shrine When Southern Air Temple enters, put X +1/+1 counters on each creature you control, where X is the number of Shrines you control. Whenever another Shrine you control enters, put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Southern Air Temple 3 W Legendary Enchantment -- Shrine When Southern Air Temple enters, put X +1/+1 counters on each creature you control, where X is the number of Shrines you control. Whenever another Shrine you control enters, put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accumulate Wisdom 1U 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Airbender's Reversal 1W 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Curious Farm Animals W 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dai Li Indoctrination 1B Sorcery -- Lesson Choose one -- * Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card. * Earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dai Li Indoctrination 1B Sorcery -- Lesson Choose one -- * Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card. * Earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enter the Avatar State W Instant -- Lesson Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Enter the Avatar State W Instant -- Lesson Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iroh's Demonstration 1R 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 PLAYbotbox.dev	Origin of Metalbending 1G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Origin of Metalbending 1G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ruinous Waterbending ①(B)(B)

Sorcery -- Lesson

As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Waterbending ①(B)(B)

Sorcery -- Lesson

As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Water Revival ①(U)(U)

Sorcery

As an additional cost to cast this spell, you may waterbend {6}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) Draw two cards. If this spell's additional cost was paid, instead shuffle your graveyard into your library, draw seven cards, and you have no maximum hand size for the rest of the game. Exile Spirit Water Revival.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev