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| <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                      |
| <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Alrund's Epiphany</div><div><div>5</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany.<br/>Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Alrund's Epiphany</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany.<br/>Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Alrund's Epiphany</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany.<br/>Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Combustion Technique</div><div><div>1</div><div>R</div></div></div> <div>Instant -- Lesson</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Combustion Technique</div><div><div>1</div><div>R</div></div></div> <div>Instant -- Lesson</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              |
| <div><div>Combustion Technique</div><div><div>1</div><div>R</div></div></div> <div>Instant -- Lesson</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div><div>Divide by Zero</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div><div>Divide by Zero</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Divide by Zero</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Divide by Zero</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fiery Impulse</div><div><div>R</div></div></div> <div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                              | <div><div>Firebending Lesson</div><div><div>R</div></div></div> <div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                | <div><div>Firebending Lesson</div><div><div>R</div></div></div> <div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                |
| <div><div>Firebending Lesson</div><div><div>R</div></div></div> <div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Firebending Lesson</div><div><div>R</div></div></div> <div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Galvanic Iteration</div><div><div>U</div><div>R</div></div></div> <div><div>Instant</div><div>When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.<br/>Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gran-Gran</div><div><div>U</div></div></div> <div><div>Legendary Creature -- Human Peasant Ally</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>1/2</div></div> |

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| <div><div><div>Gran-Gran</div><div>U</div></div><div>Legendary Creature -- Human Peasant Ally</div><div>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.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div><div>Gran-Gran</div><div>U</div></div><div>Legendary Creature -- Human Peasant Ally</div><div>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.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gran-Gran</div><div>U</div></div><div>Legendary Creature -- Human Peasant Ally</div><div>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.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hall of Storm Giants</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Hall of Storm Giants</div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T} ): Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>It'll Quench Ya!1U</div><div>Instant -- Lesson</div><div>Counter target spell unless its controller pays {2} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>It'll Quench Ya!1U</div><div>Instant -- Lesson</div><div>Counter target spell unless its controller pays {2} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>It'll Quench Ya!1U</div><div>Instant -- Lesson</div><div>Counter target spell unless its controller pays {2} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div>Pop Quiz2U</div><div>Instant</div><div>Draw a card.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U} .</div><div>--- BACK FACE ---</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U} .</div><div>--- BACK FACE ---</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U} .</div><div>--- BACK FACE ---</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R} .</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div></div><div>----- BACK FACE -----</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}. )<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}. )<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}. )<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         |
| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}. )<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Tablet of Discovery ②③</div><div>Artifact</div><div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R}.<br/>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tablet of Discovery ②③</div><div>Artifact</div><div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)<br/>{T}: Add {R}.<br/>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

2 R

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)

$$\{T\} : \text{Add } \{R\}.$$

**[T]:** Add **[R]****[R]**. Spend this mana only to cast instant and sorcery spells.

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② R

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)

$$\{T\}: \text{Add } \{R\}.$$

**{T}**: Add **{R}{R}**. Spend this mana only to cast instant and sorcery spells.

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3 R R

## Flying

When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.

Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.

5/5

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3 R R

Flying

When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.

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Whenever you cast a noncreature
spell, Thor deals damage equal to
that spell's mana value to any
target.
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5/5

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① ②

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]

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① R R

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

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U

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

[sideboard]

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| <div> <b>Combustion Technique</b> <span>①</span><span>Ⓜ</span> </div> <hr/> <div> Instant -- Lesson </div> <hr/> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/5</div> </div> <hr/> <div> <b>Ancestral Recall</b> <span>Ⓢ</span> </div> <hr/> <div> Instant </div> <hr/> <div> <p>Target player draws three cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Emeritus of Ideation</b> <span>③</span><span>Ⓢ</span><span>Ⓢ</span> </div> <hr/> <div> Creature -- Human Wizard </div> <hr/> <div> <p>Flying, ward {2}<br/>This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</p> </div> <div> <div>[sideboard]</div> </div> <hr/> <div> <b>Ancestral Recall</b> <span>Ⓢ</span> </div> <hr/> <div> Instant </div> <hr/> <div> <p>Target player draws three cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Environmental Sciences</b> <span>②</span> </div> <hr/> <div> Sorcery -- Lesson </div> <hr/> <div> <p>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                 | <div> <b>Improvisation Capstone</b> <span>⑤</span><span>Ⓜ</span><span>Ⓜ</span> </div> <hr/> <div> Sorcery -- Lesson </div> <hr/> <div> <p>Exile cards from the top of your library until you exile cards with total mana value 4 or greater. You may cast any number of spells from among them without paying their mana costs. 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.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Iroh's Demonstration</b> <span>①</span><span>Ⓜ</span> </div> <hr/> <div> Sorcery -- Lesson </div> <hr/> <div> <p>Choose one --<br/>* Iroh's Demonstration deals 1 damage to each creature your opponents control.<br/>* Iroh's Demonstration deals 4 damage to target creature.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                         | <div> <b>It'll Quench Ya!</b> <span>①</span><span>Ⓢ</span> </div> <hr/> <div> Instant -- Lesson </div> <hr/> <div> <p>Counter target spell unless its controller pays {2}.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                   | <div> <b>Price of Freedom</b> <span>①</span><span>Ⓜ</span> </div> <hr/> <div> Sorcery -- Lesson </div> <hr/> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Redirect Lightning</b> <span>Ⓜ</span> </div> <hr/> <div> Instant -- Lesson </div> <hr/> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                           |

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| <div> <div>Sokka's Haiku</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant -- Lesson</div> <div> <div>Counter target spell.</div> <div>Draw a card, then mill three cards.</div> <div>Untap target land.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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