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

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## 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.

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## Agna Qel'a

Land

This land enters tapped unless you control a basic land.
{T}: Add {U}.
{2}{U}, {T}: Draw a card, then discard a card.

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This land enters tapped unless you control a basic land.
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**Playtest cards - NAGAI, SHINICHI - Izzet Lessons (??????????????????????4????3?Champions Cup** sheet 1/10 - 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.

## Artist's Talent (1)(R)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.
{2}{R}: Level 2
Noncreature spells you cast cost {1} less to cast.
{2}{R}: Level 3
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

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## 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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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.

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## Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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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


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## 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

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1/2

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## 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.

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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.

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## Island

Basic Land -- Island

({T}: Add {U}.)

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**Island**

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Instant -- Lesson

Counter target spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant -- Lesson

Counter target spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Monument to Endurance** (3)

Artifact

Whenever you discard a card, choose one that hasn't been chosen this turn --
* Draw a card.
* Create a Treasure token.
* Each opponent loses 3 life.

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## Monument to Endurance 3

Artifact

Whenever you discard a card, choose one that hasn't been chosen this turn --
* Draw a card.
* Create a Treasure token.
* Each opponent loses 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Monument to Endurance 3

Artifact

Whenever you discard a card, choose one that hasn't been chosen this turn --
* Draw a card.
* Create a Treasure token.
* Each opponent loses 3 life.

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## Monument to Endurance 3

Artifact

Whenever you discard a card, choose one that hasn't been chosen this turn --
* Draw a card.
* Create a Treasure token.
* Each opponent loses 3 life.

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


## Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.


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{T}: Add {R}.
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Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steam Vents

Land -- Island Mountain

({T}: Add {U} 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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Land -- Island Mountain

({T}: Add {U} or {R}.)
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({T}: Add {U} or {R}.)
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## Three Steps Ahead (U)

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

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Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
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## Boomerang Basics (U)

Sorcery -- Lesson

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

[sideboard]

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## Broadside Barrage (1)(U)(R)

Instant

Broadside Barrage deals 5 damage to target creature or planeswalker.
Draw a card, then discard a card.

[sideboard]

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## Flashfreeze (1)(U)

Instant

Counter target red or green spell.

[sideboard]

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Instant

Counter target red or green spell.

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## Flashfreeze {1}{U}

Instant

Counter target red or green spell.

[sideboard]

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## Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

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## Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

[sideboard]

4/6

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[sideboard]

4/6

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## Ral, Crackling Wit {2}{U}{R}

Legendary Planeswalker -- Ral

Whenever you cast a noncreature spell, put a loyalty counter on Ral.
[+1]: Create a 1/1 blue and red Otter creature token with prowess.
[-3]: Draw three cards, then discard two cards.
[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."
(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)

[sideboard]

L 4

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[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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## Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

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## Stormchaser's Talent (U)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 1/1 blue and red Otter creature token with prowess.
{3}{U}: Level 2
When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.
{5}{U}: Level 3
Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

[sideboard]

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[sideboard]

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