Academic Dispute (R)

Instant

Target creature blocks this turn if able. You may have it gain reach until end of turn.
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.)

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

Cori-Steel Cutter (1)(R)

Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and haste.
Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)
Equip {1}{R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VitorCarvalho01 - Pioneer v3 Group 7B1FB4 (Fire-Brained Scheme, Monstrous 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.

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Equip {1}{R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emberheart Challenger {1}{R}

Creature -- Mouse Warrior

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Synthesizer {R}

Artifact

When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.
{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.

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Fire-Brained Scheme

(card data unavailable)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear (R)

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage (R)

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Rage Ⓡ

Instant

Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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Riverpyre Verge

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

Shivan Reef

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Scar Mage (R)

Creature -- Human Wizard

Prowess
If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spirebluff Canal

Land

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

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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.

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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.

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Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

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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

Octopus Form {U}

Instant -- Lesson

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Shot {R}{R}

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Shot {R}{R}

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Pierce (U)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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[sideboard]

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