

Bulk Up 1 R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up 1 R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up 1 R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up 1 R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dreadmaw's Ire R Instant Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadmaw's Ire R Instant Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadmaw's Ire R Instant Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreadmaw's Ire R Instant Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Firebender Ascension 1R Enchantment When this enchantment enters, create a 2/2 red Soldier creature token with firebending 1. Whenever a creature you control attacking causes a triggered ability of that creature to trigger, put a quest counter on this enchantment. Then if it has four or more quest counters on it, you may copy that ability. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebender Ascension 1R Enchantment When this enchantment enters, create a 2/2 red Soldier creature token with firebending 1. Whenever a creature you control attacking causes a triggered ability of that creature to trigger, put a quest counter on this enchantment. Then if it has four or more quest counters on it, you may copy that ability. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebender Ascension 1R Enchantment When this enchantment enters, create a 2/2 red Soldier creature token with firebending 1. Whenever a creature you control attacking causes a triggered ability of that creature to trigger, put a quest counter on this enchantment. Then if it has four or more quest counters on it, you may copy that ability. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebender Ascension 1R Enchantment When this enchantment enters, create a 2/2 red Soldier creature token with firebending 1. Whenever a creature you control attacking causes a triggered ability of that creature to trigger, put a quest counter on this enchantment. Then if it has four or more quest counters on it, you may copy that ability. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Firebending Student 1R Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Firebending X, where X is this creature's power. (Whenever this creature attacks, add X {R}. This mana lasts until end of combat.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebending Student 1R Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Firebending X, where X is this creature's power. (Whenever this creature attacks, add X {R}. This mana lasts until end of combat.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebending Student 1R Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Firebending X, where X is this creature's power. (Whenever this creature attacks, add X {R}. This mana lasts until end of combat.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebending Student 1R Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Firebending X, where X is this creature's power. (Whenever this creature attacks, add X {R}. This mana lasts until end of combat.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hired Claw Creature -- Lizard Mercenary Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hired Claw Creature -- Lizard Mercenary Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hired Claw Creature -- Lizard Mercenary Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hired Claw Creature -- Lizard Mercenary Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent. {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of Resonance Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Resonance Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Resonance Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Resonance Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Opera Love Song Instant Choose one -- * Exile the top two cards of your library. You may play those cards until your next end step. * One or two target creatures each get +2/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opera Love Song Instant Choose one -- * Exile the top two cards of your library. You may play those cards until your next end step. * One or two target creatures each get +2/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opera Love Song Instant Choose one -- * Exile the top two cards of your library. You may play those cards until your next end step. * One or two target creatures each get +2/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opera Love Song Instant Choose one -- * Exile the top two cards of your library. You may play those cards until your next end step. * One or two target creatures each get +2/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Legend of Roku 2 R R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Roku 2 R R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Roku 2 R R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Roku 2 R R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Avatar Roku 4 4 Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar Roku 4 4 Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar Roku 4 4 Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar Roku 4 4 Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Ride R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Ride R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Ride R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.) 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	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	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

Choose one --

- * Iroh's Demonstration deals 1 damage to each creature your opponents control.
- * Iroh's Demonstration deals 4 damage to target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

Choose one --

- * Iroh's Demonstration deals 1 damage to each creature your opponents control.
- * Iroh's Demonstration deals 4 damage to target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Kicker {3} (You may pay an additional {3} as you cast this spell.)
Target creature can't block this turn. If this spell was kicked, gain control of that creature until end of turn, untap it, and it gains haste until end of turn.
Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Kicker {3} (You may pay an additional {3} as you cast this spell.)
Target creature can't block this turn. If this spell was kicked, gain control of that creature until end of turn, untap it, and it gains haste until end of turn.
Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lightning Strike deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

Choose one --

- * Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- * Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

Choose one --

- * Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
- * Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	