

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 PLAY botbox.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 PLAY botbox.dev	Cunning Maneuver 1R Instant Target creature gets +3/+1 until end of turn. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Maneuver 1R Instant Target creature gets +3/+1 until end of turn. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fated Firepower XRRR Enchantment Flash This enchantment enters with X fire counters on it. If a source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus an amount of damage equal to the number of fire counters on this enchantment instead. 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 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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Firebending Student 1 R 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 PLAYbotbox.dev	Fire Nation Palace Land This land enters tapped unless you control a basic land. {T}: Add {R}. {1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Nation Palace Land This land enters tapped unless you control a basic land. {T}: Add {R}. {1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Nation Palace Land This land enters tapped unless you control a basic land. {T}: Add {R}. {1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Jasmine Dragon Tea Shop Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell or activate an ability of an Ally source. {5}, {T}: Create a 1/1 white Ally creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jasmine Dragon Tea Shop Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an Ally spell or activate an ability of an Ally source. {5}, {T}: Create a 1/1 white Ally creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jeong Jeong, the Deserter ②①R Legendary Creature -- Human Rebel Ally Firebending 1 (Whenever this creature attacks, add {R}. This mana lasts until end of combat.) Exhaust -- {3}: Put a +1/+1 counter on Jeong Jeong. When you next cast a Lesson spell this turn, copy it and you may choose new targets for the copy. (Activate each exhaust ability only once.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jet's Brainwashing ①R Sorcery 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jet's Brainwashing R Sorcery 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kyoshi Battle Fan 2 Artifact -- Equipment When this Equipment enters, create a 1/1 white Ally creature token, then attach this Equipment to it. Equipped creature gets +1/+0. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mai, Jaded Edge 1R Legendary Creature -- Human Noble Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Exhaust -- {3}: Put a double strike counter on Mai. (Activate each exhaust ability only once.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mai, Jaded Edge 1R Legendary Creature -- Human Noble Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Exhaust -- {3}: Put a double strike counter on Mai. (Activate each exhaust ability only once.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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① R

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.

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®

First strike, haste
{2}{R}, Sacrifice this creature:
Draw a card and create a Treasure
token. (It's an artifact with "{T},
Sacrifice this token: Add one mana
of any color.")

1/2

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1/2

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®

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.

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②③

Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost if the spell's mana value is less than the number of Mountains you control. If you don't cast that card this way, put it into your hand.

Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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. ----- BACK FACE ----- Avatar Roku 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Courage (3)(R)(R) Enchantment Whenever a source you control deals noncombat damage to an opponent, you may exile that many cards from the top of your library. You may play those cards this turn. ----- ADVENTURE ----- Embereth Blaze (1)(R) Instant -- Adventure Embereth Blaze deals 2 damage to any target. (Then exile this card. You may cast the enchantment later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zuko, Exiled Prince (3)(R) Legendary Creature -- Human Noble Firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.) {3}: Exile the top card of your library. You may play that card this turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zuko, Exiled Prince (3)(R) Legendary Creature -- Human Noble Firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.) {3}: Exile the top card of your library. You may play that card this turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abandon Attachments (1)(U/R) Instant -- Lesson You may discard a card. If you do, draw two cards. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist (R) Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Nation Attacks (4)(R) Instant Create two 2/2 red Soldier creature tokens with firebending 1. (Whenever a creature with firebending 1 attacks, add {R}. This mana lasts until end of combat.) Flashback {8}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Nation Attacks (4)(R) Instant Create two 2/2 red Soldier creature tokens with firebending 1. (Whenever a creature with firebending 1 attacks, add {R}. This mana lasts until end of combat.) Flashback {8}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Nation Cadets (R) Creature -- Human Soldier This creature has firebending 2 as long as there's a Lesson card in your graveyard. (Whenever this creature attacks, add {R}{R}. This mana lasts until end of combat.) {2}: This creature gets +1/+0 until end of turn. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Effigy (R) Creature -- Elemental Haste At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.) {2}{R}: This creature gets +2/+0 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frenzied Goblin (R) Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harried Spearguard (R) Creature -- Human Soldier Haste When this creature dies, create a 1/1 black Rat creature token with "This token can't block." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
How to Start a Riot (2)(R) Instant -- Lesson Target creature gains menace until end of turn. (It can't be blocked except by two or more creatures.) Creatures target player controls get +2/+0 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stadium Headliner (R) Creature -- Goblin Warrior Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.) {1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Cave of Two Lovers (3)(R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create two 1/1 white Ally creature tokens. II -- Search your library for a Mountain or Cave card, reveal it, put it into your hand, then shuffle. III -- Earthbend 3. (Target land you control becomes a 0/0 creature with haste that's still a land. Put three +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twin Blades 2 R Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains double strike until end of turn. Equipped creature gets +1/+1. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ty Lee, Artful Acrobat 2 R Legendary Creature -- Human Performer Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever Ty Lee attacks, you may pay {1}. When you do, target creature can't block this turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yuyan Archers 1 R Creature -- Human Archer Reach When this creature enters, you may discard a card. If you do, draw a card. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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