

Akroan Crusader (R) Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroan Crusader (R) Creature -- Human Soldier Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle's Blessing (1) (WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle's Blessing (1) (WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Apostle's Blessing (1) (WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apostle's Blessing (1) (WP) Instant ({W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brute Force (R) Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brute Force (R) Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Enchant creature
Enchanted creature gets +2/+2 and
attacks each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Enchant creature
Enchanted creature gets +2/+2 and
attacks each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Enchant creature
Enchanted creature gets +2/+2 and
attacks each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Enchant creature
Enchanted creature gets +2/+2 and
attacks each combat if able.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{R/P}: This creature gets +1/+0 until end of turn. ({R/P} can be paid with either {R} or 2 life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mutagenic GrowthGP</div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raking Claws1R</div><div>Instant</div><div>Target creature gains double strike until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raking Claws1R</div><div>Instant</div><div>Target creature gains double strike until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Satyr Hoplite</div> <div>Ⓡ</div> <div>Creature -- Satyr Soldier</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Satyr Hoplite</div> <div>Ⓡ</div> <div>Creature -- Satyr Soldier</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Satyr Hoplite</div> <div>Ⓡ</div> <div>Creature -- Satyr Soldier</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Satyr Hoplite</div> <div>Ⓡ</div> <div>Creature -- Satyr Soldier</div> <div>Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Simian Spirit Guide</div> <div>②Ⓡ</div> <div>Creature -- Ape Spirit</div> <div>Exile this card from your hand: Add {R}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Simian Spirit Guide</div> <div>②Ⓡ</div> <div>Creature -- Ape Spirit</div> <div>Exile this card from your hand: Add {R}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Simian Spirit Guide</div> <div>②Ⓡ</div> <div>Creature -- Ape Spirit</div> <div>Exile this card from your hand: Add {R}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Simian Spirit Guide</div> <div>②Ⓡ</div> <div>Creature -- Ape Spirit</div> <div>Exile this card from your hand: Add {R}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div> Temur Battle Rage <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Temur Battle Rage <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Temur Battle Rage <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Temur Battle Rage <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Target creature gains double strike until end of turn. Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Akroan Crusader <div> <div>R</div> </div> </div> <div> Creature -- Human Soldier </div> <div> Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) </div> <div> <div>[sideboard]</div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Akroan Crusader <div> <div>R</div> </div> </div> <div> Creature -- Human Soldier </div> <div> Heroic -- Whenever you cast a spell that targets this creature, create a 1/1 red Soldier creature token with haste. (It can attack and {T} as soon as it comes under your control.) </div> <div> <div>[sideboard]</div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Cast into the Fire <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Cast into the Fire <div> <div>1</div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

<div><div><div>Cast into the Fire</div><div>1R</div></div><div><div>Instant</div><div>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flaring Pain</div><div>1R</div></div><div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flaring Pain</div><div>1R</div></div><div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Raze the Effigy</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Destroy target artifact. * Target attacking creature gets +2/+2 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Raze the Effigy</div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Destroy target artifact. * Target attacking creature gets +2/+2 until end of turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Singe</div> <div>Instant</div> <div> Singe deals 1 damage to target creature. That creature becomes black until end of turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Singe</div> <div>Instant</div> <div> Singe deals 1 damage to target creature. That creature becomes black until end of turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	