

Abraded Bluffs

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {R} or {W}.

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Armored Armadillo

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Creature -- Armadillo

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.

0/4

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Draconic Destiny 1 R R Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying, haste, and "{1}: This creature gets +1/+0 until end of turn." It's a Dragon in addition to its other types. When enchanted creature dies, return this card to its owner's hand. 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	Etali's Favor 2 R Enchantment -- Aura Enchant creature you control When this Aura enters, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) Enchanted creature gets +1/+1 and has trample. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali's Favor 2 R Enchantment -- Aura Enchant creature you control When this Aura enters, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) Enchanted creature gets +1/+1 and has trample. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ethereal Armor 1W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor 1W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Entryway 1W Enchantment -- Room When you unlock this door, create a 1/1 white Glimmer enchantment creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Elegant Rotunda 2W Enchantment -- Room When you unlock this door, put a +1/+1 counter on each of up to two target creatures. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Entryway 1W Enchantment -- Room When you unlock this door, create a 1/1 white Glimmer enchantment creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- RIGHT HALF ----- Elegant Rotunda 2W Enchantment -- Room When you unlock this door, put a +1/+1 counter on each of up to two target creatures. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Heartfire Hero R Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran's Escape W Instant Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. 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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W

Whenever an enchantment you control enters, scry 1.

{2}{W}: This creature gets +1/+1 until end of turn for each enchantment you control.

1/1

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®

Enchant creature
When this Aura enters, target creature an opponent controls can't block this turn.
Enchanted creature gets +1/+1 and has haste.

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① W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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- * Destroy target creature with toughness 4 or greater.
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[sidebar]

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[sidebar]

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③ ④ W

Flying
When this creature enters, exile up to two target cards from a single graveyard.

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[sideboard]
```

3/2

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Griffnaut Tracker

Creature -- Human Detective

Flying
When this creature enters, exile up to two target cards from a single graveyard.

Loran's Escape

Instant

Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.

[sideboard]

Loran's Escape

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Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.

[sidebar]

Smash to Dust

Sorcery

Choose one --

- * Destroy target artifact.
- * Destroy target creature with defender.
- * Smash to Dust deals 1 damage to each creature your opponents control.

[sideboard]

Smash to Dust

Sorcery

Choose one --

- * Destroy target artifact.
- * Destroy target creature with defender.
- * Smash to Dust deals 1 damage to each creature your opponents control.

[sideboard]

Smash to Dust

Sorcery

Choose one --

- * Destroy target artifact.
- * Destroy target creature with defender.
- * Smash to Dust deals 1 damage to each creature your opponents control.

[sideboard]

Take Up the Shield

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

®

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.

[sidebar]

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