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Creatures you control gain haste
until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Campus Renovation 3R(W)

Return up to one target artifact or enchantment card from your graveyard to the battlefield. Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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Cityscape Leveler 8 Artifact Creature -- Construct Trample When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token. Unearth {8} 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Combat Thresher 7 Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Combat Thresher 7 Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Combat Thresher 7 Artifact Creature -- Construct Prototype {2}{W} -- 1/1 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Double strike When this creature enters, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fear of Abduction 4 W W Enchantment Creature -- Nightmare As an additional cost to cast this spell, exile a creature you control. Flying When this creature enters, exile target creature an opponent controls. When this creature leaves the battlefield, put each card exiled with it into its owner's hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanize 1 R Instant Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanize 1 R Instant Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanize 1 R Instant Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Overlord of the Mistmoors (5)(W)(W) Enchantment Creature -- Avatar Horror Impending 4--(2){W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① R

Pyroclasm deals 2 damage to each creature.

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Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {R} or {W}.

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②

Artifact Creature -- Dog

When this creature enters, you may discard a card. If you do, draw a card.

Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapwork Mutt 2 Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Mutt 2 Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Mutt 2 Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Su-Chi Cave Guard 8 Artifact Creature -- Construct Vigilance Ward {4} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {4}.) When this creature dies, add eight {C}. Until end of turn, you don't lose this mana as steps and phases end. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Su-Chi Cave Guard 8 Artifact Creature -- Construct Vigilance Ward {4} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {4}.) When this creature dies, add eight {C}. Until end of turn, you don't lose this mana as steps and phases end. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Su-Chi Cave Guard 8 Artifact Creature -- Construct Vigilance Ward {4} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {4}.) When this creature dies, add eight {C}. Until end of turn, you don't lose this mana as steps and phases end. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boulderbranch Golem 7 Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boulderbranch Golem 7 Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boulderbranch Golem 7 Artifact Creature -- Golem Prototype {3}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, you gain life equal to its power. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1 R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1 R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1 R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. [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.)

Touch 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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