

Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Clammy Prowler Enchantment Creature -- Horror Whenever this creature attacks, another target attacking creature can't be blocked this turn. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ethereal Armor W 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	Fear of Abduction 4W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Isolation 1U Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Isolation 1U Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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3 U

Draw two cards. Create a 1/1 white Glimmer enchantment creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WU

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

W U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

W U

Enchantment spells you cast cost {1} less to cast.
Unlock costs you pay cost {1} less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

W U

Enchantment spells you cast cost {1} less to cast.
Unlock costs you pay cost {1} less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

WU

Enchantment spells you cast cost {1} less to cast.
Unlock costs you pay cost {1} less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

Inquisitive Glimmer W U Enchantment Creature -- Fox Glimmer Enchantment spells you cast cost {1} less to cast. Unlock costs you pay cost {1} less. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island ({T}: Add {U}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger (W) Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger (W) Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Optimistic Scavenger (W) Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Optimistic Scavenger (W) Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardmage's Rescue Enchantment -- Aura Flash Enchant creature you control As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sheltered by Ghosts Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Trapped in the Screen (2)(W) Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trapped in the Screen (2)(W) Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trapped in the Screen (2)(W) Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trapped in the Screen (2)(W) Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise (1)(W) Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fear of Impostors 1 U U Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Impostors 1 U U Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Isolation 1 U Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Found Footage 1 Artifact -- Clue You may look at face-down creatures your opponents control any time. {2}, Sacrifice this artifact: Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Get Out U U Instant Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Out U U Instant Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stalked Researcher 1 U Creature -- Human Wizard Defender Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature can attack this turn as though it didn't have defender. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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