

Bottomless Pool Enchantment -- Room When you unlock this door, return up to one target creature to its owner's hand. (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 ----- Locker Room Enchantment -- Room Whenever one or more creatures you control deal combat damage to a player, draw a card. (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 PLAYbotbox.dev	Bottomless Pool Enchantment -- Room When you unlock this door, return up to one target creature to its owner's hand. (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 ----- Locker Room Enchantment -- Room Whenever one or more creatures you control deal combat damage to a player, draw a card. (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 PLAYbotbox.dev	Bottomless Pool Enchantment -- Room When you unlock this door, return up to one target creature to its owner's hand. (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 ----- Locker Room Enchantment -- Room Whenever one or more creatures you control deal combat damage to a player, draw a card. (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 PLAYbotbox.dev	Bottomless Pool Enchantment -- Room When you unlock this door, return up to one target creature to its owner's hand. (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 ----- Locker Room Enchantment -- Room Whenever one or more creatures you control deal combat damage to a player, draw a card. (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 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 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

W U

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

2/2

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WU

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

2/3

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2/3

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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	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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meat Locker2U Enchantment -- Room When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (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 ----- Drowned Diner3UU Enchantment -- Room When you unlock this door, draw three cards, then discard a card. (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 PLAYbotbox.dev	Meat Locker2U Enchantment -- Room When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (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 ----- Drowned Diner3UU Enchantment -- Room When you unlock this door, draw three cards, then discard a card. (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 PLAYbotbox.dev
Optimistic ScavengerW 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 ScavengerW 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 ScavengerW 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 ScavengerW 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}.) 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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Sheltered by Ghosts 1W 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 PLAY botbox.dev	Sheltered by Ghosts 1W 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 PLAY botbox.dev	Sheltered by Ghosts 1W 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 PLAY botbox.dev	Surgical Suite 1W Enchantment -- Room When you unlock this door, return target creature card with mana value 3 or less from your graveyard to the battlefield. (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.) Hospital Room 3W Enchantment -- Room Whenever you attack, put a +1/+1 counter on target attacking creature. (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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Playtest cards - ermowiz - FreeForm (Prada's Cup Dusk: House of Horror)

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Exercise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Lionheart Glimmer 3 W W Enchantment Creature -- Cat Glimmer Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you attack, creatures you control get +1/+1 until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Skullcrab U Creature -- Crab Skeleton Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, target player mills two cards. (They put the top two cards of their library into their graveyard.) [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Skullcrab U Creature -- Crab Skeleton Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, target player mills two cards. (They put the top two cards of their library into their graveyard.) [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scrabbling Skullcrab

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Creature -- Crab Skeleton

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, target player mills two cards. (They put the top two cards of their library into their graveyard.)

[sideboard]

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[sideboard]

0/3

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Trapped in the Screen

2W

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.

[sideboard]

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Trapped in the Screen

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