

②③

When this Equipment enters, manifest dread, then attach this Equipment to that creature. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

```
Equipped creature has flying.  
Equip {3}
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

When this Equipment enters, manifest dread, then attach this Equipment to that creature.

Equipped creature gets +2/+2 and has deathtouch and lifelink.
Equip--Sacrifice a creature.

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①②

Counter target spell unless its controller pays {2}. If they do, 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature
Enchanted creature gets +1/+1 for
each enchantment you control and has
first strike.

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① ② W

Exile target artifact, enchantment,
or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Flying
Whenever this creature attacks,
target creature defending player
controls gets -2/-0 and loses flying
until your next turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vigilance
Whenever this creature attacks,
surveil 1. (Look at the top card of
your library. You may put it into
your graveyard.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Vigilance
Whenever this creature attacks,
surveil 1. (Look at the top card of
your library. You may put it into
your graveyard.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash
Vigilance
When this creature enters, tap
target creature an opponent controls
and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature
and target creature with a stun
counter on it into their owners'
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Flying
When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this Equipment enters, create a 1/1 white Glimmer enchantment creature token.
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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 - - -

②③

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Painter's Studio Enchantment -- Room When you unlock this door, exile the top two cards of your library. You may play them until the end of your next turn. (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 ----- Defaced Gallery Enchantment -- Room Whenever you attack, attacking creatures you control get +1/+0 until end of turn. (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

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
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts1W 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	Smoky Lounge2R Enchantment -- Room At the beginning of your first main phase, add {R}{R}. Spend this mana only to cast Room spells and unlock doors. (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 - - - ----- Misty Salon3U Enchantment -- Room When you unlock this door, create an X/X blue Spirit creature token with flying, where X is the number of unlocked doors among Rooms you control. (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	Stalked Researcher1U 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ticket Booth Enchantment -- Room When you unlock this door, manifest dread. (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 ----- Tunnel of Hate Enchantment -- Room Whenever you attack, target attacking creature gains double strike until end of turn. (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
Tunnel Surveyor Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tunnel Surveyor Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. 2/2 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. U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valgavoth's Lair Enchantment Land Hexproof This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G W

When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1. Whenever equipped creature attacks, tap up to one target creature. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

Menace (This creature can't be blocked except by two or more creatures.)
Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

5/6

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{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

① ⑥

① ⑥

The owner of target artifact or enchantment an opponent controls shuffles it into their library. You may shuffle up to four target cards from your graveyard into your library.

① ⑥

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Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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2 B

Enchant creature
When this Aura enters, look at target player's hand. You may choose a nonland card from it. That player discards that card.
When enchanted creature is dealt damage, destroy it.

2 B

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sheet 6/18 - 8 cards - 2.5 x 3.5 in each

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.

Cryptid Inspector 26 Creature -- Elf Warrior Vigilance Whenever a face-down permanent you control enters and whenever this creature or another permanent you control is turned face up, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dashing Bloodsucker 3B Creature -- Vampire Warrior Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 and gains lifelink until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Counsel 1B Sorcery Search your library for a Demon card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Derelict Attic 2B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Derelict Attic 2B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge from the Cocoon 4W Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge from the Cocoon 4W Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Failed Tests 4U Enchantment Creature -- Nightmare Whenever this creature deals combat damage to a player, draw that many cards. [sideboard] 2/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Friendly Teddy (2) Artifact Creature -- Bear Toy When this creature dies, each player draws a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmerburst (3)(U) Instant Draw two cards. Create a 1/1 white Glimmer enchantment creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grab the Prize (1)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasping Longneck (2)(G) Enchantment Creature -- Horror Reach When this creature dies, you gain 2 life. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hand That Feeds (1)(R) Creature -- Mutant Delirium -- Whenever this creature attacks while there are four or more card types among cards in your graveyard, it gets +2/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Escort (2)(W) Creature -- Human Soldier Whenever this creature attacks, another target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ???, ?? - FreeForm (?Discord???-???-? DSK B03???? ?only who can understan

sheet 10/18 - 8 cards - 2.5 x 3.5 in each

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Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Basic Land -- Island

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

[sideboard]

5 G

When you unlock this door, manifest dread, then put three +1/+1 counters on that 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

Moldering Gym 26 Enchantment -- Room When you unlock this door, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. (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.) [sideboard] ----- - - - RIGHT HALF - - - Weight Room 56 Enchantment -- Room When you unlock this door, manifest dread, then put three +1/+1 counters on that 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 PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murder

Instant

Destroy target creature.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Piranha Fly

Creature -- Fish Insect

Flying
This creature enters tapped.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Possessed Goat

Creature -- Goat

{3}, Discard a card: Put three +1/+1 counters on this creature and it becomes a black Demon in addition to its other colors and types. Activate only once.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razortrap Gorge Land This land enters tapped unless a player has 13 or less life. {T}: Add {B} or {R}. [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resurrected Cultist (2)(B) Creature -- Human Cleric Delirium -- {2}{B}{B}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. (If a creature with a finality counter on it would die, exile it instead.) [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of the Moth (1)(W)(B)(B) Sorcery Return target creature card from your graveyard to the battlefield with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{W}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Dragonfire (1)(R) Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shepherding Spirits (4)(W)(W) Creature -- Spirit Flying Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shroudstomper (3)(W)(W)(B)(B) Creature -- Elemental Deathtouch Whenever this creature enters or attacks, each opponent loses 2 life. You gain 2 life and draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spineseeker Centipede (2)(G) Creature -- Insect When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ticket Booth Enchantment -- Room When you unlock this door, manifest dread. (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.) [sideboard] ----- RIGHT HALF ----- Tunnel of Hate Enchantment -- Room Whenever you attack, target attacking creature gains double strike until end of turn. (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	Twist Reality Instant Choose one -- * Counter target spell. * Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twist Reality Instant Choose one -- * Counter target spell. * Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unwanted Remake Instant Destroy target creature. 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vengeful Possession Sorcery Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Clown Creature -- Human Clown Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wickerfolk Thresher Artifact Creature -- Scarecrow Delirium -- Whenever this creature attacks, if there are four or more card types among cards in your graveyard, look at the top card of your library. If it's a land card, you may put it onto the battlefield. If you don't put the card onto the battlefield, put it into your hand. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 17/18 - 8 cards - 2.5 x 3.5 in each

Winter's Intervention ①②

Instant

Winter's Intervention deals 2 damage to target creature. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ???, ?? - FreeForm (Discord-???-? DSK B03???? only who can understand

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 18/18 - 1 cards - 2.5 x 3.5 in each