

Bottomless Pool U 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.) Locker Room 4U 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 PLAY botbox.dev	Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erratic Apparition 2U Creature -- Spirit Flying, vigilance Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +1/+1 until end of turn. 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
Friendly Ghost 3W Creature -- Spirit Flying When this creature enters, target creature gets +2/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Dancers 3WW Creature -- Spirit 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmer Seeker 2W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, draw a card if you control a Glimmer creature. If you don't control a Glimmer creature, create a 1/1 white Glimmer enchantment creature token. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Entryway 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 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 PLAYbotbox.dev	Gremlin Tamer Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Escort 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.) 2/4 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 PLAY botbox.dev	Meat Locker 2 U 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 Diner 3 U U 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 PLAY botbox.dev	Mirror Room 2 U Enchantment -- Room When you unlock this door, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types. (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 -- -- Fractured Realm 5 U U Enchantment -- Room If a triggered ability of a permanent you control triggers, that ability triggers an additional time. (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	Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piranha Fly 1 U Creature -- Fish Insect Flying This creature enters tapped. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Raucous Carnival Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorkin Hordecaller 4R Creature -- Human Clown Berserker Haste Whenever you attack, create a 1/1 red Gremlin creature token. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sheltered by Ghosts 1 W 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}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Splitskin Doll 1 W Artifact Creature -- Toy When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stay Hidden, Stay Silent 1 U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. {4}{U}{U}: Shuffle enchanted creature into its owner's library, then manifest dread. Activate only as a sorcery. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Jolly Balloon Man 1 R W Legendary Creature -- Human Clown Haste {1}, {T}: Create a token that's a copy of another target creature you control, except it's a 1/1 red Balloon creature in addition to its other colors and types and it has flying and haste. Sacrifice it at the beginning of the next end step. Activate only as a sorcery. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U 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. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanish from Sight 3 U Instant Target nonland permanent's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Reach
When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

[sidebar]

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.)

[sideboard]

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.)

[sidebar]

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.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Flash
{3}, {T}, Sacrifice this artifact:
It deals 3 damage to target
creature.

[sidebar]

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.)

[sidebar]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bleeding Woods Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boilerbilges Ripper 4R Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boilerbilges Ripper 4R Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boilerbilges Ripper 4R Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cracked Skull 2B Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cracked Skull 2B Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creeping Peeper 1U Creature -- Eye {T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Infinity ①④B Enchantment Creature -- Nightmare Flying, lifelink This creature can't block. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of the Dark ④B Enchantment Creature -- Nightmare Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of the Dark ④B Enchantment Creature -- Nightmare Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flesh Burrower ①G Creature -- Insect Deathtouch Whenever this creature attacks, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Strength Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+2 and has trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Strength Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+2 and has trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Give In to Violence Instant Target creature gets +2/+2 and gains lifelink until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

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.

②⑥

Lands you control have "{T}: Add one mana of any color."
(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.)

Rickety Gazebo

③ ④

When you unlock this door, mill four cards, then return up to two permanent cards from among them to your 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{T}: Add {W} or {B}.
{T}, Pay 1 life: Add {G}, {U}, or {R}.
{7}: Put seven +1/+1 counters on this artifact. It becomes a 0/0 Spirit creature in addition to its other types. Activate only once.

① ②

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types.

⑥

Flying
{2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miasma Demon 4 B B Creature -- Demon Flying When this creature enters, you may discard any number of cards. When you do, up to that many target creatures each get -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moldering Gym 2 G 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] Weight Room 5 G 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 PLAY botbox.dev	Moldering Gym 2 G 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] Weight Room 5 G 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 PLAY botbox.dev	Most Valuable Slayer 3 R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Murder Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1BB	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.) [sideboard] ----- - - - 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 2R	Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragged Playmate Artifact Creature -- Toy {1}, {T}: Target creature with power 2 or less can't be blocked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1R 2/2

Rampaging Soulrager (2)(R) Creature -- Spirit This creature gets +3/+0 as long as there are two or more unlocked doors among Rooms you control. [sideboard] 1/4 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] 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	Skullsnap Nuisance (U)(B) Creature -- Insect Skeleton Flying Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skullsnap Nuisance (U)(B) Creature -- Insect Skeleton Flying Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slavering Branchsnapper (4)(G)(G) Creature -- Lizard Trample Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slavering Branchsnapper (4)(G)(G) Creature -- Lizard Trample Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 14/16 - 8 cards - 2.5 x 3.5 in each

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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Victor, Valgavoth's Seneschal 1 W B Legendary Creature -- Human Warlock Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 2 if this is the first time this ability has resolved this turn. If it's the second time, each opponent discards a card. If it's the third time, put a creature card from a graveyard onto the battlefield under your control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter's Intervention 1 B Instant Winter's Intervention deals 2 damage to target creature. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		