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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Arabella, Abandoned Doll</b> <span>(R)(W)</span> </div> <div>           Legendary Artifact Creature -- Toy         </div> <div> <p>Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less.</p> </div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Cult Healer</b> <span>(2)(W)</span> </div> <div>           Creature -- Human Doctor         </div> <div> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn.</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                      | <div> <b>Dollmaker's Shop</b> <span>(1)(W)</span> </div> <div>           Enchantment -- Room         </div> <div> <p>Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact 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.)</p> </div> <div> <div>RIGHT HALF</div> </div> <div> <b>Porcelain Gallery</b> <span>(4)(W)(W)</span> </div> <div>           Enchantment -- Room         </div> <div> <p>Creatures you control have base power and toughness each equal to the number of creatures 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.)</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Enduring Courage</b> <span>(2)(R)(R)</span> </div> <div>           Enchantment Creature -- Dog Glimmer         </div> <div> <p>Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage 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.)</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Glassworks</b> <span>(2)(R)</span> </div> <div>           Enchantment -- Room         </div> <div> <p>When you unlock this door, this Room deals 4 damage to target creature an opponent controls. (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.)</p> </div> <div> <div>RIGHT HALF</div> </div> <div> <b>Shattered Yard</b> <span>(4)(R)</span> </div> <div>           Enchantment -- Room         </div> <div> <p>At the beginning of your end step, this Room deals 1 damage to each opponent. (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.)</p> </div> <div> <div>2/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Haunted Screen</b> <span>(3)</span> </div> <div>           Artifact         </div> <div> <p>{T}: Add {W} or {B}.<br/>           {T}, Pay 1 life: Add {G}, {U}, or {R}.<br/>           {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.</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Keys to the House</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>{1}, {T}, Sacrifice this artifact: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>           {3}, {T}, Sacrifice this artifact: Lock or unlock a door of target Room you control. Activate only as a sorcery.</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Lionheart Glimmer</b> <span>(3)(W)(W)</span> </div> <div>           Enchantment Creature -- Cat Glimmer         </div> <div> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>           Whenever you attack, creatures you control get +1/+1 until end of turn.</p> </div> <div> <div>2/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                     |

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| <div><div>Lionheart Glimmer<div>3WW</div></div><div>Enchantment Creature -- Cat Glimmer</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>Whenever you attack, creatures you control get +1/+1 until end of turn.</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Midnight Mayhem<div>2RW</div></div><div>Sorcery</div><div>Create three 1/1 red Gremlin creature tokens. Gremlins you control gain menace, lifelink, and haste until end of turn. (A creature with menace can't be blocked except by two or more creatures.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                        | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land - - Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Norin, Swift Survivalist ®

Legendary Creature -- Human Coward

Norin can't block.  
Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patched Plaything (2)(W)

Artifact Creature -- Toy

Double strike

This creature enters with two -1/-1 counters on it if you cast it from your hand.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                |
| <div>Possessed Goat</div> <div>Ⓜ</div> <div>Creature -- Goat</div> <div>{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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restricted Office</div> <div>ⓂⓂ</div> <div>Enchantment -- Room</div> <div>When you unlock this door, destroy all creatures with power 3 or greater. (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.)</div> <div>-----<br/>- - - RIGHT HALF - - -</div> <div>Lecture Hall</div> <div>ⓈⓈ</div> <div>Enchantment -- Room</div> <div>Other permanents you control have hexproof. (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.)</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ripchain Razorkin</div> <div>ⓂⓂ</div> <div>Creature -- Human Berserker</div> <div>Reach<br/>{2}{R}, Sacrifice a land: Draw a card.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scorching Dragonfire</div> <div>ⓂⓂ</div> <div>Instant</div> <div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① R

Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

This spell costs {3} less to cast if it targets a tapped creature.  
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

This spell costs {3} less to cast if it targets a tapped creature.  
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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 - - -

④RR

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

② ③

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 - - -

④ R R

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

W

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Abandoned Campground</div> <div>Land</div> <div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {W} or {U}.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                         | <div>Anthropede</div> <div>Creature -- Insect</div> <div>Reach<br/>When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                 | <div>Anthropede</div> <div>Creature -- Insect</div> <div>Reach<br/>When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Anthropede</div> <div>Creature -- Insect</div> <div>Reach<br/>When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               |
| <div>Anthropede</div> <div>Creature -- Insect</div> <div>Reach<br/>When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Bashful Beastie</div> <div>Creature -- Beast</div> <div>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.)</div> <div>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Bear Trap</div> <div>Artifact</div> <div>Flash<br/>{3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature.</div> <div>[sideboard]</div> <div>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <div>Bedhead Beastie</div> <div>Creature -- Beast</div> <div>Menace (This creature can't be blocked except by two or more creatures.)<br/>Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div> <div>[sideboard]</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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sheet 6/13 - 8 cards - 2.5 x 3.5 in each

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.

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Boilerbilges Ripper</div> <div> <div>4</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Assassin</div> <div> <p>When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cackling Slasher</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Assassin</div> <div> <p>Deathtouch<br/>This creature enters with a +1/+1 counter on it if a creature died this turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                             | <div> <div>Clammy Prowler</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Enchantment Creature -- Horror</div> <div> <p>Whenever this creature attacks, another target attacking creature can't be blocked this turn.</p> <p>[sideboard]</p> </div> <div> <div>2/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Cracked Skull</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>When this Aura enters, look at target player's hand. You may choose a nonland card from it. That player discards that card.<br/>When enchanted creature is dealt damage, destroy it.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>           |
| <div> <div>Cult Healer</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Doctor</div> <div> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>        | <div> <div>Daggermaw Megalodon</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Shark</div> <div> <p>Vigilance<br/>Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dazzling Theater</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>Creature spells you cast have convoke. (Your creatures can help cast those spells. Each creature you tap while casting a creature spell pays for {1} or one mana of that creature's color.)<br/>(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.)</p> <p>[sideboard]</p> <p>-----<br/>- - - RIGHT HALF - - -</p> <div> <div>Prop Room</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>Untap each creature you control during each other player's untap step.<br/>(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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Don't Make a Sound</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <b>Drag to the Roots</b> <span>2</span><span>B</span><span>G</span> </div> <div> Instant </div> <div> <p>Delirium -- This spell costs {2} less to cast as long as there are four or more card types among cards in your graveyard.</p> <p>Destroy target nonland permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Emerge from the Cocoon</b> <span>4</span><span>W</span> </div> <div> Sorcery </div> <div> <p>Return target creature card from your graveyard to the battlefield. You gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                 | <div> <b>Etched Cornfield</b> </div> <div> Land </div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {G} or {W}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 | <div> <b>Fear of Failed Tests</b> <span>4</span><span>U</span> </div> <div> Enchantment Creature -- Nightmare </div> <div> <p>Whenever this creature deals combat damage to a player, draw that many cards.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>2/7</div> </div> |
| <div> <b>Fear of Isolation</b> <span>1</span><span>U</span> </div> <div> Enchantment Creature -- Nightmare </div> <div> <p>As an additional cost to cast this spell, return a permanent you control to its owner's hand.</p> <p>Flying</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>2/3</div> </div>                             | <div> <b>Fear of Lost Teeth</b> <span>B</span> </div> <div> Enchantment Creature -- Nightmare </div> <div> <p>When this creature dies, it deals 1 damage to any target and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>1/1</div> </div> | <div> <b>Fear of the Dark</b> <span>4</span><span>B</span> </div> <div> Enchantment Creature -- Nightmare </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>5/5</div> </div> | <div> <b>Final Vengeance</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or enchantment.</p> <p>Exile target creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                              |

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| <b>Frantic Strength</b> (2)(G)<br><hr/> Enchantment -- Aura<br><hr/> Flash<br>Enchant creature<br>Enchanted creature gets +2/+2 and has trample.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                      | <b>Give In to Violence</b> (1)(B)<br><hr/> Instant<br><hr/> Target creature gets +2/+2 and gains lifelink until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                          | <b>Impossible Inferno</b> (4)(R)<br><hr/> Instant<br><hr/> Impossible Inferno deals 6 damage to target creature.<br>Delirium -- If there are four or more card types among cards in your graveyard, exile the top card of your library. You may play it until the end of your next turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Innocuous Rat</b> (1)(B)<br><hr/> Creature -- Rat<br><hr/> 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.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>     |
| <b>Intruding Soulrager</b> (U)(R)<br><hr/> Creature -- Spirit<br><hr/> Vigilance<br>{T}, Sacrifice a Room: This creature deals 2 damage to each opponent. Draw a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Intruding Soulrager</b> (U)(R)<br><hr/> Creature -- Spirit<br><hr/> Vigilance<br>{T}, Sacrifice a Room: This creature deals 2 damage to each opponent. Draw a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> ({T}: Add {U}.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                     | <b>Leyline of Hope</b> (2)(W)(W)<br><hr/> Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If you would gain life, you gain that much life plus 1 instead.<br>As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Leyline of Hope</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If you would gain life, you gain that much life plus 1 instead.<br/>As long as you have at least 7 life more than your starting life total, creatures you control get +2/+2.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Living Phone</div><div><div>2</div><div>W</div></div><div>Artifact Creature -- Toy</div><div>When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Living Phone</div><div><div>2</div><div>W</div></div><div>Artifact Creature -- Toy</div><div>When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manifest Dread</div><div><div>1</div><div>G</div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Marina Vendrell</div><div><div>W</div><div>U</div><div>B</div><div>R</div><div>G</div></div><div>Legendary Creature -- Human Warlock</div><div>When Marina Vendrell enters, reveal the top seven cards of your library. Put all enchantment cards from among them into your hand and the rest on the bottom of your library in a random order.<br/>{T}: Lock or unlock a door of target Room you control. Activate only as a sorcery.</div><div>[sideboard]</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meat Locker</div><div><div>2</div><div>U</div></div><div>Enchantment -- Room</div><div>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.)</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Drowned Diner</div><div><div>3</div><div>U</div><div>U</div></div><div>Enchantment -- Room</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Monstrous Emergence</div><div><div>1</div><div>G</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.<br/>Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          |

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

[sidebar]

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| <div> <b>Shroudstomper</b> <span>(3)(W)(W)(B)(B)</span> </div> <div>           Creature -- Elemental         </div> <div> <p>Deathtouch<br/>Whenever this creature enters or attacks, each opponent loses 2 life. You gain 2 life and draw a card.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                       | <div> <b>Spectral Snatcher</b> <span>(4)(B)(B)</span> </div> <div>           Creature -- Spirit         </div> <div> <p>Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)<br/>Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                | <div> <b>Spineseeker Centipede</b> <span>(2)(G)</span> </div> <div>           Creature -- Insect         </div> <div> <p>When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Spineseeker Centipede</b> <span>(2)(G)</span> </div> <div>           Creature -- Insect         </div> <div> <p>When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>The Mindskinner</b> <span>(U)(U)(U)</span> </div> <div>           Legendary Enchantment Creature -- Nightmare         </div> <div> <p>The Mindskinner can't be blocked. If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards.</p> <p>[sideboard]</p> </div> <div> <div>10/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>The Tale of Tamiyo</b> <span>(2)(U)</span> </div> <div>           Legendary Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/>I, II, III -- Mill two cards. If two cards that share a card type were milled this way, draw a card and repeat this process.<br/>IV -- Exile any number of target instant, sorcery, and/or Tamiyo planeswalker cards from your graveyard. Copy them. You may cast any number of the copies.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tunnel Surveyor</b> <span>(2)(U)</span> </div> <div>           Creature -- Human Detective         </div> <div> <p>When this creature enters, create a 1/1 white Glimmer enchantment creature token.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                         | <div> <b>Twist Reality</b> <span>(1)(U)(U)</span> </div> <div>           Instant         </div> <div> <p>Choose one --<br/>* Counter target spell.<br/>* 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.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - kuma6 - FreeForm (?Discord???-???-? DSK B03???? ?only who can understand

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Twist Reality</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell.</li> <li>* 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.)</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Underwater Tunnel</div> <div> <div>U</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, 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.)</p> <p>(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.)</p> </div> <div>[sideboard]</div> <div> <div>----- RIGHT HALF -----</div> <div> <div>Slimy Aquarium</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, manifest dread, then put a +1/+1 counter on that creature.</p> <p>(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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Valgavoth's Faithful</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <p>{3}{B}, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.</p> </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vile Mutilator</div> <div> <div>5</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Demon</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or enchantment.</p> <p>Flying, trample</p> <p>When this creature enters, each opponent sacrifices a nontoken enchantment of their choice, then sacrifices a nontoken creature of their choice.</p> </div> <div>[sideboard]</div> <div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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