

Clammy Prowler 3 U Enchantment Creature -- Horror Whenever this creature attacks, another target attacking creature can't be blocked this turn. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clammy Prowler 3 U Enchantment Creature -- Horror Whenever this creature attacks, another target attacking creature can't be blocked this turn. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conductive Machete 4 Artifact -- Equipment 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 gets +2/+1. Equip {4} 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Don't Make a Sound 1 U Instant 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Enduring Curiosity 2 U U Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erratic Apparition 2 U 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. 1/3 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. 2/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Immobility 4W Enchantment Creature -- Nightmare When this creature enters, tap up to one target creature. If an opponent controls that creature, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Impostors 1UU Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Impostors 1UU Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Friendly Ghost 3W Creature -- Spirit Flying When this creature enters, target creature gets +2/+4 until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Out UU Instant Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gremlin Tamer WU 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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - rain, inthe - FreeForm (?Discord???-???-? DSK B03???? ?only who can under

sheet 2/22 - 8 cards - 2.5 x 3.5 in each

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Meat Locker 2U 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 3UU 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.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Mistmoors 5WW Enchantment Creature -- Avatar Horror Impending 4--$\{2\}\{W\}\{W\}$ (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains $\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains $\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

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

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

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Sheltered by Ghosts ①W

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.
Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

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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.)

4/5

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Trapped in the Screen (2)(W)

Enchantment

Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twist Reality (1)(U)(U)

Instant

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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.)
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Choose one --
* Counter target spell.
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two cards of your library. Put one
onto the battlefield face down as a
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsettling Twins (3)(W)

Creature -- Human

When this creature enters, 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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Altanak, the Thrice-Called (5)(G)(G) Legendary Creature -- Insect Beast Trample Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card. {1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Appendage Amalgam (2)(B) Enchantment Creature -- Horror Flash Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arabella, Abandoned Doll (R)(W) Legendary Artifact Creature -- Toy 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balemurk Leech (1)(B) Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bashful Beastie (4)(G) Creature -- Beast 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	Bear Trap (1) Artifact Flash {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bear Trap (1) Artifact Flash {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boilerbilges Ripper (4)(R) 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

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Break Down the Door 26 Instant Choose one -- * Exile target artifact. * Exile target enchantment. * 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 PLAYbotbox.dev	Break Down the Door 26 Instant Choose one -- * Exile target artifact. * Exile target enchantment. * 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 PLAYbotbox.dev	Cautious Survivor 36 Creature -- Elf Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, you gain 2 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Charred Foyer 3R Enchantment -- Room At the beginning of your upkeep, exile the top card of your library. You may play it this 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 ----- Warped Space 4RR Enchantment -- Room Once each turn, you may pay {0} rather than pay the mana cost for a spell you cast from exile. (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
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 PLAYbotbox.dev	Defiled Crypt 3B Enchantment -- Room Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each 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 ----- Cadaver Lab B Enchantment -- Room When you unlock this door, return target creature card from your graveyard 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 PLAYbotbox.dev	Defiled Crypt 3B Enchantment -- Room Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each 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 ----- Cadaver Lab B Enchantment -- Room When you unlock this door, return target creature card from your graveyard 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 PLAYbotbox.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 PLAYbotbox.dev

Fanatic of the Harrowing 3B Creature -- Human Cleric When this creature enters, each player discards a card. If you discarded a card this way, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Burning Alive 4RR Enchantment Creature -- Nightmare When this creature enters, it deals 4 damage to each opponent. Delirium -- Whenever a source you control deals noncombat damage to an opponent, if there are four or more card types among cards in your graveyard, this creature deals that amount of damage to target creature that player controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Lost Teeth B Enchantment Creature -- Nightmare When this creature dies, it deals 1 damage to any target and you gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Final Vengeance B Sorcery As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature. [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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Found Footage ① Artifact -- Clue You may look at face-down creatures your opponents control any time. {2}, Sacrifice this artifact: Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	Give In to Violence ①B Instant Target creature gets +2/+2 and gains lifelink until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grab the Prize ①R 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	Grab the Prize ①R 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	Grab the Prize ①R 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	Greenhouse ②G Enchantment -- Room 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.) [sideboard] ----- RIGHT HALF ----- Rickety Gazebo ③G Enchantment -- Room 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

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Hedge Shredder ②⑥⑥ Artifact -- Vehicle Whenever this Vehicle attacks, you may mill two cards. Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horrid Vigor ①⑥ Instant Target creature gains death touch and indestructible until end of turn. [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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Leyline of Resonance (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Live or Die (3)(B)(B) Instant Choose one -- * Return target creature card from your graveyard to the battlefield. * Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Phone (2)(W) Artifact Creature -- Toy 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. [sideboard] 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Phone (2)(W) Artifact Creature -- Toy 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. [sideboard] 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Manifest Dread (1)(G) Sorcery 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 PLAYbotbox.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] ----- - - - RIGHT HALF - - - 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 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

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Mountain Basic Land -- Mountain ({T}): Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Zealot ①⑥ Creature -- Elf Druid {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to turn permanents face up. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}): Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}): Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[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

Ragged Playmate

Artifact Creature -- Toy

{1}, {T}: Target creature with power 2 or less can't be blocked this turn.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Say Its Name

Sorcery

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shepherding Spirits ④②②

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

Shrewd Storyteller 1 G W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a +1/+1 counter on target creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Snatcher 4 B B Creature -- Spirit 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.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) [sideboard] 6/5 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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Under the Skin Sorcery 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.) You may return a permanent card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valgavoth, Terror Eater Legendary Creature -- Elder Demon Flying, lifelink Ward--Sacrifice three nonland permanents. If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead. During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. [sideboard] 9/9 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	Wary Watchdog Creature -- Dog When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

① ②

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev