

Abhorrent Oculus 2 U Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) 5/5 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Windbreaker 2 U 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 has flying. Equip {3} 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Derelict Attic 2 B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) 2/2 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 Tenacity 2 B B Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity 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	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	Get Out U U Instant Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Let's Play a Game 3B Sorcery Delirium -- Choose one. If there are four or more card types among cards in your graveyard, choose one or more instead. * Creatures your opponents control get -1/-1 until end of turn. * Each opponent discards two cards. * Each opponent loses 3 life and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murder 1BB Instant Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Murder 1BB Instant Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nashi, Searcher in the Dark UB Legendary Creature -- Rat Ninja Wizard Menace Whenever Nashi deals combat damage to a player, you mill that many cards. You may put any number of legendary and/or enchantment cards from among them into your hand. If you put no cards into your hand this way, put a +1/+1 counter on Nashi. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piranha Fly 1U 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 PLAYbotbox.dev	Scrabbling SkullcrabU 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.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sporogenic Infection1B Enchantment -- Aura Enchant creature When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature. When enchanted creature is dealt damage, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underwater Tunnel

U

Enchantment -- Room

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.) (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 - - -

Slimy Aquarium

③ ④

Enchantment - - Room

When you unlock this door, manifest dread, then put a +1/+1 counter 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

Unwilling Vessel

②③

Creature -- Human Wizard

Vigilance
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a possession counter on this creature. When this creature dies, create an X/X blue Spirit creature token with flying, where X is the number of counters on this creature.

3/2

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.)

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] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bedhead Beastie 4RR Creature -- Beast 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.) [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Betrayer's Bargain 1R Instant As an additional cost to cast this spell, sacrifice a creature or enchantment or pay {2}. Betrayer's Bargain deals 5 damage to target creature. If that creature would die this turn, exile it instead. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleeding Woods Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {G}. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Broodspinner BG Creature -- Spider Reach When this creature enters, 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.) {4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cracked Skull (2)(B) 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Survivor (2)(G) Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Survivor (2)(G) Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Cornfield Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fear of Exposure (2)(G) Enchantment Creature -- Nightmare As an additional cost to cast this spell, tap two untapped creatures and/or lands you control. Trample [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Immobility (4)(W) 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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Immobility (4)(W) 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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Surveillance (1)(W) Enchantment Creature -- Nightmare Vigilance Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Glassworks2R Enchantment -- Room 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.) [sideboard] ----- RIGHT HALF ----- Shattered Yard4R Enchantment -- Room 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glassworks2R Enchantment -- Room 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.) [sideboard] ----- RIGHT HALF ----- Shattered Yard4R Enchantment -- Room 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmerburst3U Instant Draw two cards. Create a 1/1 white Glimmer enchantment creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmerburst3U Instant Draw two cards. Create a 1/1 white Glimmer enchantment creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grab the Prize (1)(R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. [sideboard]	Grand Entryway (1)(W) 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.) [sideboard]	Grasping Longneck (2)(G) Enchantment Creature -- Horror Reach When this creature dies, you gain 2 life. [sideboard]	Gremlin Tamer (W)(U) 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. [sideboard]
Hand That Feeds (1)(R) Creature -- Mutant Delirium -- Whenever this creature attacks while there are four or more card types among cards in your graveyard, it gets +2/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard]	Hand That Feeds (1)(R) Creature -- Mutant Delirium -- Whenever this creature attacks while there are four or more card types among cards in your graveyard, it gets +2/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) [sideboard]	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. [sideboard]	Impossible Inferno (4)(R) Instant Impossible Inferno deals 6 damage to target creature. 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. [sideboard]
2/2	2/2	4/2	2/2
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impossible Inferno 4 R Instant Impossible Inferno deals 6 damage to target creature. 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irreverent Gremlin 1 R Creature -- Gremlin Menace (This creature can't be blocked except by two or more creatures.) Whenever another creature you control with power 2 or less enters, you may discard a card. If you do, draw a card. Do this only once each turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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 has menace.

Equip {2}

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

As this enchantment enters, choose a creature type.

Creatures you control are the chosen type in addition to their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Chandelier⑥ Artifact Creature -- Construct Flying {2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manifest Dread①⑥ 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	Meat Locker②①① 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.) [sideboard] ----- RIGHT HALF ----- Drowned Diner③①① Enchantment -- Room When you unlock this door, draw three cards, then discard a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Mayhem②①① Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Moldering Gym②⑥ 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 Room⑤⑥ 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	Monstrous Emergence①⑥ Sorcery As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand. Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orphans of the Wheat ①②

Creature -- Human

Whenever this creature attacks, tap any number of untapped creatures you control. This creature gets +1/+1 until end of turn for each creature tapped this way.

[sideboard]

2/1

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}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Piggy Bank ① ② R

Artifact Creature -- Boar Toy

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When this creature dies, create a
Treasure token. (It's an artifact
with "{T}, Sacrifice this token: Add
one mana of any color.")
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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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

Plains

Basic Land -- Plains

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampaging Soulrager 2R 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 PLAYbotbox.dev	Raucous Carnival Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Resurrected Cultist (2)(B) Creature -- Human Cleric Delirium -- {2}{B}{B}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. (If a creature with a finality counter on it would die, exile it instead.) [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resurrected Cultist (2)(B) Creature -- Human Cleric Delirium -- {2}{B}{B}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. (If a creature with a finality counter on it would die, exile it instead.) [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ripchain Razorkin (3)(R) Creature -- Human Berserker Reach {2}{R}, Sacrifice a land: Draw a card. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Say Its Name (1)(G) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shepherding Spirits (4)(W)(W) Creature -- Spirit Flying Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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 PLAY botbox.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	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ticket Booth2R Enchantment -- Room When you unlock this door, manifest dread. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Tunnel of Hate4RR Enchantment -- Room Whenever you attack, target attacking creature gains double strike until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twitching Doll1G Artifact Creature -- Spider Toy {T}: Add one mana of any color. Put a nest counter on this creature. {T}, Sacrifice this creature: Create a 2/2 green Spider creature token with reach for each counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vanish from Sight3U 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Clown2R 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	Wildfire WickerfolkRG Artifact Creature -- Scarecrow Haste Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	