

Barrowin of Clan Undurr (2)(W)(B) Legendary Creature -- Dwarf Cleric When Barrowin enters, venture into the dungeon. (Enter the first room or advance to the next room.) Whenever Barrowin attacks, return up to one creature card with mana value 3 or less from your graveyard to the battlefield if you've completed a dungeon. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barrowin of Clan Undurr (2)(W)(B) Legendary Creature -- Dwarf Cleric When Barrowin enters, venture into the dungeon. (Enter the first room or advance to the next room.) Whenever Barrowin attacks, return up to one creature card with mana value 3 or less from your graveyard to the battlefield if you've completed a dungeon. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloister Gargoyle (2)(W) Artifact Creature -- Gargoyle When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.) As long as you've completed a dungeon, this creature gets +3/+0 and has flying. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloister Gargoyle (2)(W) Artifact Creature -- Gargoyle When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.) As long as you've completed a dungeon, this creature gets +3/+0 and has flying. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Dread Fugue B Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dread Fugue B Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return up to one target creature card from your graveyard to your hand. Venture into the dungeon. (Enter the first room or advance to the next room.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature
Enchanted creature has flying and
"Whenever this creature deals combat
damage to a player, venture into the
dungeon." (Enter the first room or
advance to the next room.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Room abilities of dungeons you own trigger an additional time.

2/3

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Basic Land -- Island

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

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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nadaar, Selfless Paladin 2W Legendary Creature -- Dragon Knight Vigilance Whenever Nadaar enters or attacks, venture into the dungeon. (Enter the first room or advance to the next room.) Other creatures you control get +1/+1 as long as you've completed a dungeon. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nadaar, Selfless Paladin 2W Legendary Creature -- Dragon Knight Vigilance Whenever Nadaar enters or attacks, venture into the dungeon. (Enter the first room or advance to the next room.) Other creatures you control get +1/+1 as long as you've completed a dungeon. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nadaar, Selfless Paladin 2W Legendary Creature -- Dragon Knight Vigilance Whenever Nadaar enters or attacks, venture into the dungeon. (Enter the first room or advance to the next room.) Other creatures you control get +1/+1 as long as you've completed a dungeon. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prairie Stream Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prairie Stream Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Precipitous Drop2B Enchantment -- Aura Enchant creature When this Aura enters, venture into the dungeon. (Enter the first room or advance to the next room.) Enchanted creature gets -2/-2. It gets -5/-5 instead as long as you've completed a dungeon. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Precipitous Drop2B Enchantment -- Aura Enchant creature When this Aura enters, venture into the dungeon. (Enter the first room or advance to the next room.) Enchanted creature gets -2/-2. It gets -5/-5 instead as long as you've completed a dungeon. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Triumphant AdventurerWB Creature -- Human Knight Deathtouch During your turn, this creature has first strike. Whenever this creature attacks, venture into the dungeon. (Enter the first room or advance to the next room.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Triumphant AdventurerWB Creature -- Human Knight Deathtouch During your turn, this creature has first strike. Whenever this creature attacks, venture into the dungeon. (Enter the first room or advance to the next room.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Triumphant AdventurerWB Creature -- Human Knight Deathtouch During your turn, this creature has first strike. Whenever this creature attacks, venture into the dungeon. (Enter the first room or advance to the next room.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Triumphant AdventurerWB Creature -- Human Knight Deathtouch During your turn, this creature has first strike. Whenever this creature attacks, venture into the dungeon. (Enter the first room or advance to the next room.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yuan-Ti Malison 1 U Creature -- Snake Rogue This creature can't be blocked as long as it's attacking alone. Whenever this creature deals combat damage to a player, venture into the dungeon. (Enter the first room or advance to the next room.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yuan-Ti Malison 1 U Creature -- Snake Rogue This creature can't be blocked as long as it's attacking alone. Whenever this creature deals combat damage to a player, venture into the dungeon. (Enter the first room or advance to the next room.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yuan-Ti Malison 1 U Creature -- Snake Rogue This creature can't be blocked as long as it's attacking alone. Whenever this creature deals combat damage to a player, venture into the dungeon. (Enter the first room or advance to the next room.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yuan-Ti Malison 1 U Creature -- Snake Rogue This creature can't be blocked as long as it's attacking alone. Whenever this creature deals combat damage to a player, venture into the dungeon. (Enter the first room or advance to the next room.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Azorius Charm W U Instant Choose one -- * Creatures you control gain lifelink until end of turn. * Draw a card. * Put target attacking or blocking creature on top of its owner's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path of Peril 1 B B Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path of Peril 1 B B Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Path of Peril 1 B B Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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