

Anthropede (3)(G) Creature -- Insect Reach When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room. 3/4 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. 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creeping Peeper (1)(U) Creature -- Eye {T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daggermaw Megalodon (4)(U)(U) Creature -- Shark Vigilance Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) 5/7 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 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Impostors (1)(U)(U) 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 PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keys to the House1 Artifact {1}, {T}, Sacrifice this artifact: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. {3}, {T}, Sacrifice this artifact: Lock or unlock a door of target Room you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keys to the House1 Artifact {1}, {T}, Sacrifice this artifact: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. {3}, {T}, Sacrifice this artifact: Lock or unlock a door of target Room you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Marina VendrellWUBRG Legendary Creature -- Human Warlock 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. {T}: Lock or unlock a door of target Room you control. Activate only as a sorcery. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meat Locker2U 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 Diner3UU 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	Meat Locker2U 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 Diner3UU 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	Moldering Gym2G 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.) ----- RIGHT HALF ----- Weight Room5G 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

Moldering Gym 26 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.) ----- -- -- RIGHT HALF -- -- Weight Room 56 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	Most Valuable Slayer 3R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Norin, Swift Survivalist R 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 PLAYbotbox.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.) 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoky Lounge (2)(R) Enchantment -- Room At the beginning of your first main phase, add {R}{R}. Spend this mana only to cast Room spells and unlock doors. (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 ----- Misty Salon (3)(U) Enchantment -- Room When you unlock this door, create an X/X blue Spirit creature token with flying, where X is the number of unlocked doors among Rooms 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spineseeker Centipede (2)(G) Creature -- Insect When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ticket Booth (2)(R) 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.) ----- RIGHT HALF ----- Tunnel of Hate (4)(R)(R) 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ticket Booth (2)(R) 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.) ----- RIGHT HALF ----- Tunnel of Hate (4)(R)(R) 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twist Reality (1)(U)(U) Instant 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.) ----- RIGHT HALF ----- Slimy Aquarium (3)(U) 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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)(U) 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Possession (2)(R) Sorcery Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Bookworm7 - Limited (UOL DSK Sealed League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/13 - 8 cards - 2.5 x 3.5 in each

① W

Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying counter on it. This ability triggers only once.

2/2

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③

Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

④ R

When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B **G**

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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Deathtouch
This creature enters with a +1/+1 counter on it if a creature died this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Survival -- At the beginning of your second main phase, if this creature is tapped, you gain 2 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②②

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dashing Bloodsucker 3B Creature -- Vampire Warrior Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 and gains lifelink until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dashing Bloodsucker 3B Creature -- Vampire Warrior Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 and gains lifelink until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defiant Survivor 2G 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 PLAYbotbox.dev	Derelict Attic 2B 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.) [sideboard] ----- RIGHT HALF ----- Widow's Walk 3B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Enduring Innocence 1WW Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erratic Apparition 2U Creature -- Spirit Flying, vigilance Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +1/+1 until end of turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Being Hunted 1RR Enchantment Creature -- Nightmare Haste This creature must be blocked if able. [sideboard] 4/2 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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 Infinity (1)(U)(B) Enchantment Creature -- Nightmare Flying, lifelink This creature can't block. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Isolation (1)(U) Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fear of Isolation (1)(U) Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying [sideboard] 2/3 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	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	Fear of the Dark (4)(B) Enchantment Creature -- Nightmare Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Strength 2 6 Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+2 and has trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmerburst 3 U Instant Draw two cards. Create a 1/1 white Glimmer enchantment creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grasping Longneck 2 6 Enchantment Creature -- Horror Reach When this creature dies, you gain 2 life. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grasping Longneck 2 6 Enchantment Creature -- Horror Reach When this creature dies, you gain 2 life. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Infernal Phantom 3 R Creature -- Spirit Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 until end of turn. When this creature dies, it deals damage equal to its power to any target. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocuous Rat 1 B Creature -- Rat 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocuous Rat 1 B Creature -- Rat 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Transformation 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Manifest Dread ①⑥ 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	Manifest Dread ①⑥ 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	Midnight Mayhem ②③④ 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	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	Murky Sewer Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murky Sewer Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orphans of the Wheat ①④ 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 PLAYbotbox.dev

2 R G

Discard your hand. Then draw X cards, where X is the number of card types among cards in your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

This creature gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This creature gets +3/+0 as long as there are two or more unlocked doors among Rooms you control.

1/4

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This land enters tapped unless a player has 13 or less life.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flying
Eerie -- Whenever an enchantment you
control enters and whenever you
fully unlock a Room, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U B

Flying
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UUU

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.

[sidebar]

10/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UUU

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.

[sidebar]

10/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
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.
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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

When this creature enters, create a 1/1 white Glimmer enchantment creature token.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gets +3/+0 until end of turn. When it dies this turn, 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 PLAY botbox.dev

Unsettling Twins

3W

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Violent Urge

R

Instant

Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Winter's Intervention

1B

Instant

Winter's Intervention deals 2 damage to target creature. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Withering Torment

2B

Instant

Destroy target creature or enchantment. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

