

U

When you unlock this door, return up to one target creature to its owner's 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.)

RIGHT HALF

④⑤

Whenever one or more creatures you control deal combat damage to a player, draw 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.)

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① ②

{T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up.

2/1

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① ②

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.)

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②③

Flash  
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.

2/3

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3 U U

Flying  
Whenever this creature attacks,  
target creature defending player  
controls gets -2/-0 and loses flying  
until your next turn.

4/4

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③ ④

**Flying**  
Whenever this creature deals combat damage to a player, unlock a locked door of up to one target Room you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③④

Flying  
Whenever this creature deals combat damage to a player, unlock a locked door of up to one target Room you control.

3/3

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③ ④

Draw two cards. Create a 1/1 white Glimmer enchantment creature token.

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Meat Locker2U</div><div>Enchantment -- Room</div><div>When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Drowned Diner3UU</div><div>Enchantment -- Room</div><div>When you unlock this door, draw three cards, then discard a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Miasma Demon4BB</div><div>Creature -- Demon</div><div>Flying</div><div>When this creature enters, you may discard any number of cards. When you do, up to that many target creatures each get -2/-2 until end of turn.</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Murder1BB</div><div>Instant</div><div>Destroy target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                           |
| <div><div>Murder1BB</div><div>Instant</div><div>Destroy target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Murder1BB</div><div>Instant</div><div>Destroy target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Piranha Fly1U</div><div>Creature -- Fish Insect</div><div>Flying</div><div>This creature enters tapped.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div>Spectral Snatcher4BB</div><div>Creature -- Spirit</div><div>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.)</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Spectral Snatcher</div><div><div>4</div><div>B</div><div>B</div></div></div><div><div>Creature -- Spirit</div><div>Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.)<br/>Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</div><div><div>6/5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stay Hidden, Stay Silent</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>When this Aura enters, tap enchanted creature.<br/>Enchanted creature doesn't untap during its controller's untap step.<br/>{4}{U}{U}: Shuffle enchanted creature into its owner's library, then manifest dread. Activate only as a sorcery.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                           | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div>Tunnel Surveyor</div> <div>Creature -- Human Detective</div> <div>When this creature enters, create a 1/1 white Glimmer enchantment creature token.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Unable to Scream</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>As long as enchanted creature is face down, it can't be turned face up.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underwater Tunnel</div> <div>Enchantment -- Room</div> <div>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.)</div> <div>-----<br/>- - - RIGHT HALF - - -</div> <div>Slimy Aquarium</div> <div>Enchantment -- Room</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Valgavoth's Faithful</div> <div>Creature -- Human Cleric</div> <div>{3}{B}, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Winter's Intervention</div> <div>Instant</div> <div>Winter's Intervention deals 2 damage to target creature. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |

**G W**

When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1. Whenever equipped creature attacks, tap up to one target creature. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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4 G

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.)

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5/4

①

Flash  
{3}, {T}, Sacrifice this artifact:  
It deals 3 damage to target  
creature.

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3 B

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

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3/3

① ②

The owner of target artifact or enchantment an opponent controls shuffles it into their library. You may shuffle up to four target cards from your graveyard into your library.

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3 G

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

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4/4

③ ④

Whenever this creature attacks,  
another target attacking creature  
can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/5

2 G

**Vigilance**  
Whenever a face-down permanent you control enters and whenever this creature or another permanent you control is turned face up, put a +1/+1 counter on this creature.

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2/3

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| <div> <b>Cryptid Inspector</b> <span>2</span><span>G</span><span>6</span> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>Vigilance</p> <p>Whenever a face-down permanent you control enters and whenever this creature or another permanent you control is turned face up, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                  | <div> <b>Cult Healer</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Doctor         </div> <div> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Defiled Crypt</b> <span>3</span><span>B</span> </div> <div>           Enchantment -- Room         </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>----- RIGHT HALF -----</div> <div> <b>Cadaver Lab</b> <span>B</span> </div> <div>           Enchantment -- Room         </div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <b>Don't Make a Sound</b> <span>1</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target spell unless its controller pays {2}. If they do, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          |
| <div> <b>Enduring Vitality</b> <span>1</span><span>G</span><span>G</span> </div> <div>           Enchantment Creature -- Elk Glimmer         </div> <div> <p>Vigilance</p> <p>Creatures you control have "{T}": Add one mana of any color."</p> <p>When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fanatic of the Harrowing</b> <span>3</span><span>B</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>When this creature enters, each player discards a card. If you discarded a card this way, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                       | <div> <b>Fanatic of the Harrowing</b> <span>3</span><span>B</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>When this creature enters, each player discards a card. If you discarded a card this way, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <b>Fear of Infinity</b> <span>1</span><span>U</span><span>B</span> </div> <div>           Enchantment Creature -- Nightmare         </div> <div> <p>Flying, lifelink</p> <p>This creature can't block.</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <b>Fear of Missing Out</b> (1)(R)<br>Enchantment Creature -- Nightmare<br>When this creature enters, discard a card, then draw a card.<br>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.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Final Vengeance</b> (B)<br>Sorcery<br>As an additional cost to cast this spell, sacrifice a creature or enchantment.<br>Exile target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Get Out</b> (U)(U)<br>Instant<br>Choose one --<br>* Counter target creature or enchantment spell.<br>* Return one or two target creatures and/or enchantments you own to your hand.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Give In to Violence</b> (1)(B)<br>Instant<br>Target creature gets +2/+2 and gains lifelink until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                 |
| <b>Give In to Violence</b> (1)(B)<br>Instant<br>Target creature gets +2/+2 and gains lifelink until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                    | <b>Glimmerburst</b> (3)(U)<br>Instant<br>Draw two cards. Create a 1/1 white Glimmer enchantment creature token.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Grasping Longneck</b> (2)(G)<br>Enchantment Creature -- Horror<br>Reach<br>When this creature dies, you gain 2 life.<br>[sideboard]<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                 | <b>Hand That Feeds</b> (1)(R)<br>Creature -- Mutant<br>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.)<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |



⑤ ⑥

When Marina Vendrell's Grimoire enters, if you cast it, draw five cards.

You have no maximum hand size and don't lose the game for having 0 or less life.

Whenever you gain life, draw that many cards.

Whenever you lose life, discard that many cards. Then if you have no cards in hand, you lose the game.

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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.

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## PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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W

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{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.

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Pyroclasm deals 2 damage to each creature.

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| <b>Razorkin Hordecaller</b> (4)(R)<br>Creature -- Human Clown Berserker<br>Haste<br>Whenever you attack, create a 1/1 red Gremlin creature token.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ripchain Razorkin</b> (3)(R)<br>Creature -- Human Berserker<br>Reach<br>{2}{R}, Sacrifice a land: Draw a card.<br>[sideboard]<br><div>5/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            | <b>Scorching Dragonfire</b> (1)(R)<br>Instant<br>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Scorching Dragonfire</b> (1)(R)<br>Instant<br>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Seized from Slumber</b> (4)(W)<br>Instant<br>This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      | <b>Seized from Slumber</b> (4)(W)<br>Instant<br>This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Shardmage's Rescue</b> (W)<br>Enchantment -- Aura<br>Flash<br>Enchant creature you control<br>As long as this Aura entered this turn, enchanted creature has hexproof. Enchanted creature gets +1/+1.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Splitskin Doll</b> (1)(W)<br>Artifact Creature -- Toy<br>When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                     | <div>The Wandering Rescuer 3WW</div> <div>Legendary Creature -- Human Samurai Noble</div> <div>Flash<br/>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Double strike<br/>Other tapped creatures you control have hexproof.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                   | <div>Trapped in the Screen 2W</div> <div>Enchantment</div> <div>Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                         |
| <div>Turn Inside Out R</div> <div>Instant</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Twist Reality 1UU</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell.<br/>* Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <div>Under the Skin 2G</div> <div>Sorcery</div> <div>Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)<br/>You may return a permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Veteran Survivor W</div> <div>Creature -- Human Survivor</div> <div>Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard.<br/>As long as there are three or more cards exiled with this creature, it gets +3/+3 and has hexproof. (It can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Lilypadms - 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 12/13 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                            |
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| <div> <div>Vicious Clown2R</div> <div>Creature -- Human Clown</div> <div>Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    | <div> <div>Victor, Valgavoth's Seneschal1WB</div> <div>Legendary Creature -- Human Warlock</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 2 if this is the first time this ability has resolved this turn. If it's the second time, each opponent discards a card. If it's the third time, put a creature card from a graveyard onto the battlefield under your control.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Walk-In Closet2G</div> <div>Enchantment -- Room</div> <div>You may play lands from your graveyard.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>[sideboard]</div> <div>----- RIGHT HALF -----</div> <div>Forgotten Cellar3GG</div> <div>Enchantment -- Room</div> <div>When you unlock this door, you may cast spells from your graveyard this turn, and if a card would be put into your graveyard from anywhere this turn, exile it instead.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Wary Watchdog1G</div> <div>Creature -- Dog</div> <div>When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Wary Watchdog1G</div> <div>Creature -- Dog</div> <div>When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Wickerfolk Thresher3G</div> <div>Artifact Creature -- Scarecrow</div> <div>Delirium -- Whenever this creature attacks, if there are four or more card types among cards in your graveyard, look at the top card of your library. If it's a land card, you may put it onto the battlefield. If you don't put the card onto the battlefield, put it into your hand.</div> <div>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                            |