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| <b>Cackling Slasher</b> (3)(B)<br>Creature -- Human Assassin<br><hr/> Deathtouch<br>This creature enters with a +1/+1 counter on it if a creature died this turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                     | <b>Cathartic Parting</b> (1)(G)<br>Sorcery<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev   | <b>Cathartic Parting</b> (1)(G)<br>Sorcery<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Clammy Prowler</b> (3)(U)<br>Enchantment Creature -- Horror<br><hr/> Whenever this creature attacks, another target attacking creature can't be blocked this turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             |
| <b>Clockwork Percussionist</b> (R)<br>Artifact Creature -- Monkey Toy<br><hr/> Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Come Back Wrong</b> (2)(B)<br>Sorcery<br><hr/> Destroy target creature. If a creature card is put into a graveyard this way, return it to the battlefield under your control. Sacrifice it at the beginning of your next end step.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Commune with Evil</b> (2)(B)<br>Sorcery<br><hr/> Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                   | <b>Cracked Skull</b> (2)(B)<br>Enchantment -- Aura<br><hr/> Enchant creature<br>When this Aura enters, look at target player's hand. You may choose a nonland card from it. That player discards that card.<br>When enchanted creature is dealt damage, destroy it.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Creeping Peeper</div><div>①①U</div></div><div><div>Creature -- Eye</div><div></div></div><div><div>{T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>2/1</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Cryptid Inspector</div><div>②⑥G</div></div><div><div>Creature -- Elf Warrior</div><div></div></div><div><div>Vigilance</div><div>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.</div></div><div><div>[sideboard]</div><div></div></div><div><div>2/3</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Cult Healer</div><div>②②W</div></div><div><div>Creature -- Human Doctor</div><div></div></div><div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>3/3</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cursed Windbreaker</div><div>②②U</div></div><div><div>Artifact -- Equipment</div><div></div></div><div><div>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.)</div><div>Equipped creature has flying.</div><div>Equip {3}</div></div><div><div>[sideboard]</div><div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Daggermaw Megalodon</div><div>④④UU</div></div><div><div>Creature -- Shark</div><div></div></div><div><div>Vigilance</div><div>Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>[sideboard]</div><div></div></div><div><div>5/7</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dazzling Theater</div><div>③③W</div></div><div><div>Enchantment -- Room</div><div></div></div><div><div>Creature spells you cast have convoke. (Your creatures can help cast those spells. Each creature you tap while casting a creature spell pays for {1} or one mana of that creature's color.)</div><div>(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><div><div>[sideboard]</div><div></div></div><div><div>-----</div><div>RIGHT HALF</div></div><div><div><div>Prop Room</div><div>②②W</div></div><div><div>Enchantment -- Room</div><div></div></div><div><div>Untap each creature you control during each other player's untap step.</div><div>(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><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Enter the Enigma</div><div>①U</div></div><div><div>Sorcery</div><div></div></div><div><div>Target creature can't be blocked this turn.</div><div>Draw a card.</div></div><div><div>[sideboard]</div><div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   | <div><div><div>Fanatic of the Harrowing</div><div>③③B</div></div><div><div>Creature -- Human Cleric</div><div></div></div><div><div>When this creature enters, each player discards a card. If you discarded a card this way, draw a card.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>2/2</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                     |

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| <b>Fanatic of the Harrowing</b> (3)(B)<br>Creature -- Human Cleric<br>When this creature enters, each player discards a card. If you discarded a card this way, draw a card.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Isolation</b> (1)(U)<br>Enchantment Creature -- Nightmare<br>As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fear of Lost Teeth</b> (B)<br>Enchantment Creature -- Nightmare<br>When this creature dies, it deals 1 damage to any target and you gain 1 life.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                          | <b>Fear of the Dark</b> (4)(B)<br>Enchantment Creature -- Nightmare<br>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.)<br>[sideboard]<br><div>5/5</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><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                            | <b>Friendly Teddy</b> (2)<br>Artifact Creature -- Bear Toy<br>When this creature dies, each player draws a card.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                             | <b>Ghostly Dancers</b> (3)(W)(W)<br>Creature -- Spirit<br>Flying<br>When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.<br>[sideboard]<br><div>2/5</div> 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><div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                       |

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sheet 4/11 - 8 cards - 2.5 x 3.5 in each

2 G

Reach  
When this creature dies, you gain 2  
life.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Reach  
When this creature dies, you gain 2  
life.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Survival -- At the beginning of your second main phase, if this creature is tapped, reveal cards from the top of your library until you reveal a land card. Put that card into your hand and the rest on the bottom of your library in a random order.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

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]

① R

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.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

**Survival** -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

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]

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| <div><div>Midnight Mayhem<div><div>2</div><div>R</div><div>W</div></div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                            | <div><div>Moldering Gym<div><div>2</div><div>G</div></div></div><div>Enchantment -- Room</div><div>When you unlock this door, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<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><div>Weight Room<div><div>5</div><div>G</div></div></div><div>Enchantment -- Room</div><div>When you unlock this door, manifest dread, then put three +1/+1 counters on that creature.<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Niko, Light of Hope<div><div>2</div><div>W</div><div>U</div></div></div><div>Legendary Creature -- Human Wizard</div><div>When Niko enters, create two Shard tokens. (They're enchantments with "{2}, Sacrifice this token: Scry 1, then draw a card.")<br/>{2}, {T}: Exile target nonlegendary creature you control. Shards you control become copies of it until the next end step. Return it to the battlefield under its owner's control at the beginning of the next end step.</div><div>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Oblivious Bookworm<div><div>G</div><div>U</div></div></div><div>Creature -- Human Wizard</div><div>At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.</div><div>[sideboard]</div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Osseous Sticktwister<div><div>1</div><div>B</div></div></div><div>Artifact Creature -- Scarecrow</div><div>Lifelink<br/>Delirium -- At the beginning of your end step, if there are four or more card types among cards in your graveyard, each opponent may sacrifice a nonland permanent of their choice or discard a card. Then this creature deals damage equal to its power to each opponent who didn't sacrifice a permanent or discard a card this way.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Paranormal Analyst<div><div>1</div><div>U</div></div></div><div>Creature -- Human Detective</div><div>Whenever you manifest dread, put a card you put into your graveyard this way into your hand.</div><div>[sideboard]</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div>Peculiar Lighthouse</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {U} or {R}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Peculiar Lighthouse</div><div>Land</div><div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {U} or {R}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                           |

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| <div>Peculiar Lighthouse</div> <div>Land</div> <div>This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {U} or {R}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                       | <div>Possessed Goat</div> <div>Creature -- Goat</div> <div>{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.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <div>Razorkin Hordecaller</div> <div>Creature -- Human Clown Berserker</div> <div>Haste<br/>Whenever you attack, create a 1/1 red Gremlin creature token.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ripchain Razorkin</div> <div>Creature -- Human Berserker</div> <div>Reach<br/>{2}{R}, Sacrifice a land: Draw a card.</div> <div>[sideboard]</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               |
| <div>Rite of the Moth</div> <div>Sorcery</div> <div>Return target creature card from your graveyard to the battlefield with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{W}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Savior of the Small</div> <div>Creature -- Kor Survivor</div> <div>Survival -- At the beginning of your second main phase, if this creature is tapped, return target creature card with mana value 3 or less from your graveyard to your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Seized from Slumber</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a tapped creature.<br/>Destroy target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Seized from Slumber</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a tapped creature.<br/>Destroy target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Shardmage's Rescue</b> <span>W</span> </div> <div>           Enchantment -- Aura         </div> <div> <p>Flash</p> <p>Enchant creature you control</p> <p>As long as this Aura entered this turn, enchanted creature has hexproof.</p> <p>Enchanted creature gets +1/+1.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    | <div> <b>Shepherding Spirits</b> <span>4W</span> </div> <div>           Creature -- Spirit         </div> <div> <p>Flying</p> <p>Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Slavering Branchsnapper</b> <span>4GG</span> </div> <div>           Creature -- Lizard         </div> <div> <p>Trample</p> <p>Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Spectral Snatcher</b> <span>4BB</span> </div> <div>           Creature -- Spirit         </div> <div> <p>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.)</p> <p>Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Spineseeker Centipede</b> <span>2G</span> </div> <div>           Creature -- Insect         </div> <div> <p>When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.</p> <p>Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Strangled Cemetery</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {B} or {G}.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                           | <div> <b>Strangled Cemetery</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {B} or {G}.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                 | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div> <p>{T}: Add {B}.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                      |

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sheet 8/11 - 8 cards - 2.5 x 3.5 in each

②R

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.)

④ R R

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.)

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2 U

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

**2/2**

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② ⑤

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

**2/2**

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① U U

```
Choose one --
* Counter target spell.
* Manifest dread. (Look at the top
two cards of your library. Put one
onto the battlefield face down as a
2/2 creature and the other into your
graveyard. Turn it face up any time
for its mana cost if it's a creature
card.)
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U

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.

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2 G

Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

You may return a permanent card from your graveyard to your hand.

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U

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.)

③ ④

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.)

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2 U

Return up to one target nonland permanent to its owner's hand. 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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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.

W

Destroy target creature. 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.)

[sidebar]

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②③

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.

[sideboard]

3/2

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X X G

Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then 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]

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③ ④

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]

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W

Survival -- At the beginning of your second main phase, if this creature is tapped, exile up to one target card from a graveyard. 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.)

[sideboard]

2/1

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②③

Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.

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[sidebar]
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Wary Watchdog</div><div><div>1</div><div>6</div></div></div><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><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wary Watchdog</div><div><div>1</div><div>6</div></div></div><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><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wary Watchdog</div><div><div>1</div><div>6</div></div></div><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><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wildfire Wickerfolk</div><div><div>R</div><div>6</div></div></div><div><div>Artifact Creature -- Scarecrow</div><div>Haste<br/>Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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