

Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Altanak, the Thrice-Called ⑤⑥⑥ Legendary Creature -- Insect Beast Trample Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card. {1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Appendage Amalgam ②③ Enchantment Creature -- Horror Flash Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bashful Beastie ④⑥ Creature -- Beast 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bashful Beastie ④⑥ Creature -- Beast 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Down the Door ②⑥ Instant Choose one -- * Exile target artifact. * Exile target enchantment. * 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	Cackling Slasher ③③ Creature -- Human Assassin Deathtouch This creature enters with a +1/+1 counter on it if a creature died this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathartic Parting ①⑥ Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cautious Survivor 3 6 Creature -- Elf Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, you gain 2 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clammy Prowler 3 U Enchantment Creature -- Horror Whenever this creature attacks, another target attacking creature can't be blocked this turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clammy Prowler 3 U Enchantment Creature -- Horror Whenever this creature attacks, another target attacking creature can't be blocked this turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coordinated Clobbering 6 Sorcery Tap one or two target untapped creatures you control. They each deal damage equal to their power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Coordinated Clobbering 6 Sorcery Tap one or two target untapped creatures you control. They each deal damage equal to their power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cracked Skull 2 B Enchantment -- Aura Enchant creature When this Aura enters, look at target player's hand. You may choose a nonland card from it. That player discards that card. When enchanted creature is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cult Healer 2 W Creature -- Human Doctor Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gains lifelink until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiant Survivor 2 6 Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defiled Crypt 3B Enchantment -- Room 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.) [sideboard] ----- -- -- RIGHT HALF -- -- Cadaver Lab B Enchantment -- Room 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disturbing Mirth BR Enchantment When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, 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	Don't Make a Sound 1U Instant Counter target spell unless its controller pays {2}. If they do, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ethereal Armor W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. [sideboard] 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 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	Final Vengeance B Sorcery As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Strength 2G Enchantment -- Aura Flash Enchant creature Enchanted creature gets +2/+2 and has trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Friendly Teddy 2 Artifact Creature -- Bear Toy When this creature dies, each player draws a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Dancers 3WW Creature -- Spirit Flying When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glassworks 2R Enchantment -- Room When you unlock this door, this Room deals 4 damage to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] Shattered Yard 4R Enchantment -- Room At the beginning of your end step, this Room deals 1 damage to each opponent. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmerlight 2 Artifact -- Equipment When this Equipment enters, create a 1/1 white Glimmer enchantment creature token. Equipped creature gets +1/+1. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grand Entryway 1W Enchantment -- Room When you unlock this door, create a 1/1 white Glimmer enchantment creature token. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] Elegant Rotunda 2W Enchantment -- Room When you unlock this door, put a +1/+1 counter on each of up to two target creatures. (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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greenhouse 2G Enchantment -- Room Lands you control have "{T}: Add one mana of any color." (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] Rickety Gazebo 3G Enchantment -- Room When you unlock this door, mill four cards, then return up to two permanent cards from among them 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Escort 2W Creature -- Human Soldier Whenever this creature attacks, another target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jump Scare W Instant Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.)

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Equipped creature has menace.  
Equip {2}
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.)

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Equipped creature has menace.  
Equip {2}
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Whenever you attack, creatures you control get +1/+1 until end of turn.

[sidebar]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Flying
{2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

Marina Vendrell W U B R G 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. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meat Locker 2 U Enchantment -- Room When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Drowned Diner 3 U U 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 Gym 2 G Enchantment -- Room When you unlock this door, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Weight Room 5 G Enchantment -- Room When you unlock this door, manifest dread, then put three +1/+1 counters on that creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Emergence 1 G Sorcery As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand. Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Most Valuable Slayer 3 R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Most Valuable Slayer 3 R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. [sideboard] 2/4 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

Murder 1BB Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Oblivious Bookworm GU Creature -- Human Wizard 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/3	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/1
Painter's Studio 2R Enchantment -- Room When you unlock this door, exile the top two cards of your library. You may play them until the end of your next 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peer Past the Veil 2RG Instant Discard your hand. Then draw X cards, where X is the number of card types among cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piranha Fly 1U Creature -- Fish Insect Flying This creature enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/1	Piranha Fly 1U Creature -- Fish Insect Flying This creature enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/1

Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Carnival

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rip, Spawn Hunter (2)(G)(W)

Legendary Creature -- Human Survivor

Survival -- At the beginning of your second main phase, if Rip is tapped, reveal the top X cards of your library, where X is its power. Put any number of creature and/or Vehicle cards with different powers from among them into your hand. Put the rest on the bottom of your library in a random order.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootwise Survivor 3GG

Creature -- Human Survivor

Haste
Survival -- At the beginning of your second main phase, if this creature is tapped, put three +1/+1 counters on up to one target land you control. That land becomes a 0/0 Elemental creature in addition to its other types. It gains haste until your next turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savior of the Small (3)(W)

Creature -- Kor Survivor

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.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Say Its Name (1)(G)

Sorcery

Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Dragonfire ①Ⓜ

Instant

Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrabbling Skullcrab (U)

Creature -- Crab Skeleton

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, target player mills two cards. (They put the top two cards of their library into their graveyard.)

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shroudstopper 3WWBB Creature -- Elemental Deathtouch Whenever this creature enters or attacks, each opponent loses 2 life. You gain 2 life and draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silent Hallcreeper 1U Enchantment Creature -- Horror This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen -- * Put two +1/+1 counters on this creature. * Draw a card. * This creature becomes a copy of another target creature you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sporogenic Infection 1B Enchantment -- Aura Enchant creature When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature. When enchanted creature is dealt damage, destroy it. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stalked Researcher 1U Creature -- Human Wizard Defender Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature can attack this turn as though it didn't have defender. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ticket Booth 2R Enchantment -- Room When you unlock this door, manifest dread. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Tunnel of Hate 4RR 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ticket Booth 2R Enchantment -- Room When you unlock this door, manifest dread. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Tunnel of Hate 4RR 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twist Reality ①④④ 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream ④ Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream ④ Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underwater Tunnel ④ 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.) [sideboard] ----- RIGHT HALF ----- Slimy Aquarium ③④ Enchantment -- Room When you unlock this door, manifest dread, then put a +1/+1 counter on that creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Underwater Tunnel ④ 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.) [sideboard] ----- RIGHT HALF ----- Slimy Aquarium ③④ Enchantment -- Room When you unlock this door, manifest dread, then put a +1/+1 counter on that creature. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unnerving Grasp ②④ Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Unwilling Vessel ②④ Creature -- Human Wizard Vigilance Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a possession counter on this creature. When this creature dies, create an X/X blue Spirit creature token with flying, where X is the number of counters on this creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

{3}{B}, Sacrifice this creature:
Return target creature card from
your graveyard to the battlefield.
Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

{3}{B}, Sacrifice this creature:
Return target creature card from
your graveyard to the battlefield.
Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev