

Land

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Human Survivor

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Human Survivor

[sidebar]

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Creature -- Insect

[sideboard]

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Artifact Creature -- Toy

[sidebar]

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Artifact -- Equipment

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Creature -- Beast

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Land

[sideboard]

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Boilerbilges Ripper (4)(R) Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boilerbilges Ripper (4)(R) Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clockwork Percussionist (R) Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commune with Evil (2)(B) Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Conductive Machete (4) Artifact -- Equipment 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.) Equipped creature gets +2/+1. Equip {4} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conductive Machete (4) Artifact -- Equipment 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.) Equipped creature gets +2/+1. Equip {4} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coordinated Clobbering (G) 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

2 B

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]

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2G

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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2G

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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② ⑥

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.)

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3/2

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③ ④

Menace (This creature can't be blocked except by two or more creatures.)
{1}, Sacrifice another creature or enchantment: Exile the top card of your library. You may play it this turn.

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4/3

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④ U U

Enchant creature
You control enchanted creature.
Enchanted creature gets -3/-0 and
loses all abilities.

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U

Target creature can't be blocked
this turn.
Draw a card.

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②③

Flying, vigilance
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +1/+1 until end of turn.

[sideboard]

1/3

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Fanatic of the Harrowing (3)(B) Creature -- Human Cleric When this creature enters, each player discards a card. If you discarded a card this way, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatic of the Harrowing (3)(B) Creature -- Human Cleric When this creature enters, each player discards a card. If you discarded a card this way, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Abduction (4)(W)(W) Enchantment Creature -- Nightmare As an additional cost to cast this spell, exile a creature you control. Flying When this creature enters, exile target creature an opponent controls. When this creature leaves the battlefield, put each card exiled with it into its owner's hand. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Burning Alive (4)(R)(R) Enchantment Creature -- Nightmare When this creature enters, it deals 4 damage to each opponent. Delirium -- Whenever a source you control deals noncombat damage to an opponent, if there are four or more card types among cards in your graveyard, this creature deals that amount of damage to target creature that player controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fear of Exposure (2)(G) Enchantment Creature -- Nightmare As an additional cost to cast this spell, tap two untapped creatures and/or lands you control. Trample [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Falling (3)(U)(U) Enchantment Creature -- Nightmare Flying Whenever this creature attacks, target creature defending player controls gets -2/-0 and loses flying until your next turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of the Dark (4)(B) Enchantment Creature -- Nightmare Whenever this creature attacks, if defending player controls no Glimmer creatures, it gains menace and deathtouch until end of turn. (A creature with menace can't be blocked except by two or more creatures.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev

① ②

Deathtouch
Whenever this creature attacks,
another target creature you control
gains deathtouch until end of turn.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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Flash
Enchant creature
Enchanted creature gets +2/+2 and
has trample.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

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.

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2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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

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3/3

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① B

Target creature gets +2/+2 and gains lifelink until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target creature gets +2/+2 and gains lifelink until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2R

When you unlock this door, this Room deals 4 damage to target creature and 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]

- - - RIGHT HALF - -

④R

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.)

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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.

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	Grab the Prize (1 R) Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grievous Wound (3 B B) Enchantment -- Aura Enchant player Enchanted player can't gain life. Whenever enchanted player is dealt damage, they lose half their life, rounded up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hand That Feeds (1 R) Creature -- Mutant 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Innocuous Rat (1 B) Creature -- Rat When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innocuous Rat (1 B) Creature -- Rat When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus (G) Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus (G) Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}): Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jump Scare 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 PLAYbotbox.dev	Jump Scare 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 PLAYbotbox.dev	Let's Play a Game Sorcery Delirium -- Choose one. If there are four or more card types among cards in your graveyard, choose one or more instead. * Creatures your opponents control get -1/-1 until end of turn. * Each opponent discards two cards. * Each opponent loses 3 life and you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meat Locker 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 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	Monstrous Emergence 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	Monstrous Emergence 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 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

Neglected Manor Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niko, Light of Hope ②④⑤ Legendary Creature -- Human Wizard When Niko enters, create two Shard tokens. (They're enchantments with "{2}, Sacrifice this token: Scry 1, then draw a card.") {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Norin, Swift Survivalist ① Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omnivorous Flytrap ②⑥ Creature -- Plant Delirium -- Whenever this creature enters or attacks, if there are four or more card types among cards in your graveyard, distribute two +1/+1 counters among one or two target creatures. Then if there are six or more card types among cards in your graveyard, double the number of +1/+1 counters on those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Paranormal Analyst ①⑤ Creature -- Human Detective Whenever you manifest dread, put a card you put into your graveyard this way into your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peer Past the Veil ②③⑥ 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	Piggy Bank ①① Artifact Creature -- Boar Toy When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Dragonfire 1R 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	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slavering Branchsnapper 4GG Creature -- Lizard Trample Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slavering Branchsnapper 4GG Creature -- Lizard Trample Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spectral Snatcher 4BB Creature -- Spirit 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.) [sideboard] 6/5 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] 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	The Tale of Tamiyo 2U Legendary Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III -- Mill two cards. If two cards that share a card type were milled this way, draw a card and repeat this process. IV -- Exile any number of target instant, sorcery, and/or Tamiyo planeswalker cards from your graveyard. Copy them. You may cast any number of the copies. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dr4ken - Unknown format (MOCS Showcase Open)

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 9/11 - 8 cards - 2.5 x 3.5 in each

Tunnel Surveyor (2)(U) Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream (U) 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 PLAY botbox.dev	Undead Sprinter (B)(R) Creature -- Zombie Trample, haste You may cast this card from your graveyard if a non-Zombie creature died this turn. If you do, this creature enters with a +1/+1 counter on it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Under the Skin (2)(G) Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) You may return a permanent card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unnerving Grasp (2)(U) 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 PLAY botbox.dev	Vanish from Sight (3)(U) Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanish from Sight (3)(U) Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wary Watchdog (1)(G) Creature -- Dog When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

Wildfire Wickerfolk R G Artifact Creature -- Scarecrow Haste Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter, Misanthropic Guide 1 B R G Legendary Creature -- Human Warlock Ward {2} At the beginning of your upkeep, each player draws two cards. Delirium -- As long as there are four or more card types among cards in your graveyard, each opponent's maximum hand size is equal to seven minus the number of those card types. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter's Intervention 1 B Instant Winter's Intervention deals 2 damage to target creature. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter's Intervention 1 B Instant Winter's Intervention deals 2 damage to target creature. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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