

Appendage Amalgam 2B 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bear Trap 1 Artifact Flash {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boilerbilges Ripper 4R 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 PLAYbotbox.dev	Cautious Survivor 3G 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 PLAYbotbox.dev
Cautious Survivor 3G 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 PLAYbotbox.dev	Central Elevator 3U Enchantment -- Room When you unlock this door, search your library for a Room card that doesn't have the same name as a Room you control, reveal it, put it into your hand, 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 - - - Promising Stairs 2U Enchantment -- Room At the beginning of your upkeep, surveil 1. You win the game if there are eight or more different names among unlocked doors of Rooms you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clammy Prowler 3U 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 PLAYbotbox.dev	Cryptid Inspector 2G Creature -- Elf Warrior 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. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cursed Windbreaker 2U 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 has flying. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Derelict Attic 2B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Widow's Walk 3B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Derelict Attic 2B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Widow's Walk 3B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dissection Tools 5 Artifact -- Equipment When this Equipment enters, manifest dread, then attach this Equipment to that creature. Equipped creature gets +2/+2 and has deathtouch and lifelink. Equip--Sacrifice a creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diversion Specialist 3R Creature -- Human Warrior 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. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emerge from the Cocoon 4W Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatic of the Harrowing 3B 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 PLAYbotbox.dev	Fear of Impostors 1UU Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Vigilance
Whenever this creature attacks,
surveil 1. (Look at the top card of
your library. You may put it into
your graveyard.)

2/2

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4 B

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.)

5/5

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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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

2 G

Flash
Enchant creature
Enchanted creature gets +2/+2 and
has trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

```
Flash
Enchant creature
Enchanted creature gets +2/+2 and
has trample.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Survival -- At the beginning of your second main phase, if this creature is tapped, draw a card if you control a Glimmer creature. If you don't control a Glimmer creature, create a 1/1 white Glimmer enchantment creature token.

3/3

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① ② R

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.

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① R

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.

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①R

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.

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2 G

Reach
When this creature dies, you gain 2
life.

4/2

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2G

Reach
When this creature dies, you gain 2
life.

4/2

botbox.dev

③

{T}: Add {W} or {B}.
{T}, Pay 1 life: Add {G}, {U}, or {R}.
{7}: Put seven +1/+1 counters on this artifact. It becomes a 0/0 Spirit creature in addition to its other types. Activate only once.

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① ② B

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.)

1/1

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sheet 4/11 - 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.

Inquisitive Glimmer WU Enchantment Creature -- Fox Glimmer Enchantment spells you cast cost {1} less to cast. Unlock costs you pay cost {1} less. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] 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	Lakeside Shack Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lionheart Glimmer 3WW Enchantment Creature -- Cat Glimmer 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. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Live or Die 3BB Instant Choose one -- * Return target creature card from your graveyard to the battlefield. * Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Living Phone 2W Artifact Creature -- Toy 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	Malevolent Chandelier 6 Artifact Creature -- Construct 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

Manifest Dread 16 Sorcery Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meat Locker 2U 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 3UU 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 16 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 16 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 16 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 3R 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	Norin, Swift Survivalist R Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run 1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

② R

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

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

Menace
{2}, Sacrifice another creature or enchantment: Put a +1/+1 counter on this creature.
At the beginning of your end step, if you sacrificed one or more permanents this turn, this creature deals that much damage to any target.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B R

Menace
{2}, Sacrifice another creature or
enchantment: Put a +1/+1 counter on
this creature.
At the beginning of your end step,
if you sacrificed one or more
permanents this turn, this creature
deals that much damage to any
target.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ W

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoky Lounge 2R Enchantment -- Room At the beginning of your first main phase, add {R}{R}. Spend this mana only to cast Room spells and unlock doors. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] RIGHT HALF Misty Salon 3U Enchantment -- Room When you unlock this door, create an X/X blue Spirit creature token with flying, where X is the number of unlocked doors among Rooms you control. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) 6/5 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	Strangled Cemetery Land This land enters tapped unless a player has 13 or less life. {T}: Add {B} or {G}. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Roller crusher Ride X2R Legendary Enchantment Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead. When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Swarmweaver 2BG Legendary Artifact Creature -- Scarecrow When The Swarmweaver enters, create two 1/1 black and green Insect creature tokens with flying. Delirium -- As long as there are four or more card types among cards in your graveyard, Insects and Spiders you control get +1/+1 and have deathtouch. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Swarmweaver 2BG Legendary Artifact Creature -- Scarecrow When The Swarmweaver enters, create two 1/1 black and green Insect creature tokens with flying. Delirium -- As long as there are four or more card types among cards in your graveyard, Insects and Spiders you control get +1/+1 and have deathtouch. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trapped in the Screen 2W Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trial of Agony R Sorcery Choose two target creatures controlled by the same opponent. That player chooses one of those creatures. Trial of Agony deals 5 damage to that creature, and the other can't block this turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BR

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- * Destroy target artifact.
- * Change the target of target spell or ability with a single target.
- * One or two target creatures can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Wary Watchdog 1 6 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	Wary Watchdog 1 6 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	Wildfire Wickerfolk R 6 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 PLAY botbox.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 PLAY botbox.dev
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