

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	Creeping Peeper 1 U Creature -- Eye {T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiled Crypt 3 B 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drag to the Roots 2 B G Instant Delirium -- This spell costs {2} less to cast as long as there are four or more card types among cards in your graveyard. Destroy target nonland permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Erratic Apparition 2 U Creature -- Spirit 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Failed Tests 4 U Enchantment Creature -- Nightmare Whenever this creature deals combat damage to a player, draw that many cards. [sideboard] 2/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Immobility 4 W 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 PLAY botbox.dev	Fear of Impostors 1 U U 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 PLAY botbox.dev

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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B

As an additional cost to cast this spell, sacrifice a creature or enchantment.
Exile target creature.

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(B)

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Exile target creature.

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① ②

Flash
Vigilance
When this creature enters, tap
target creature an opponent controls
and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature
and target creature with a stun
counter on it into their owners'
libraries.

2/1

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③ ④

Flying
When this creature enters, target creature gets +2/+4 until end of turn.

2/4

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.

3/3

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① ⑧

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(W) (U)

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horrid Vigor 1 6 Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisitive Glimmer W U 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	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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Living Phone 2 W 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
Living Phone 2 W 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	Living Phone 2 W 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	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] 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 PLAY botbox.dev

Moldering Gym2G 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 Room5G 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	Piranha Fly1U Creature -- Fish Insect Flying This creature enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ripchain Razorkin3R Creature -- Human Berserker Reach {2}{R}, Sacrifice a land: Draw a card. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrabbling SkullcrabU 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 PLAYbotbox.dev
Silent Hallcreeper1U 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 PLAYbotbox.dev	Stalked Researcher1U 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 PLAYbotbox.dev	Stalked Researcher1U 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 PLAYbotbox.dev	Surgical Suite1W Enchantment -- Room When you unlock this door, return target creature card with mana value 3 or less from your graveyard to the battlefield. (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 ----- Hospital Room3W Enchantment -- Room Whenever you attack, put a +1/+1 counter on target attacking 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

Playtest cards - eresopacaso - Limited (Limited Super Qualifier)

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 4/6 - 8 cards - 2.5 x 3.5 in each

Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Rescuer ③②② Legendary Creature -- Human Samurai Noble Flash Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Double strike Other tapped creatures you control have hexproof. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trapped in the Screen ②② 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tunnel Surveyor ②② Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Twist Reality ①②② 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 ② 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	Unnerving Grasp ②② 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	Unwilling Vessel ②② 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

Unwilling Vessel

② ①

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 PLAY

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Vanish from Sight

③ ①

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

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