

Appendage Amalgam 2 B 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	Attack-in-the-Box 3 Artifact Creature -- Toy Whenever this creature attacks, you may have it get +4/+0 until end of turn. If you do, sacrifice it at the beginning of the next end step. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Don't Make a Sound 1 U 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	Duskmourn's Domination 4 U U Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature gets -3/-0 and loses all abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emerge from the Cocoon 4 W Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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	Fear of Infinity (1)(U)(B) Enchantment Creature -- Nightmare Flying, lifelink This creature can't block. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fear of Infinity (1)(U)(B) Enchantment Creature -- Nightmare Flying, lifelink This creature can't block. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Surveillance (1)(W) Enchantment Creature -- Nightmare Vigilance Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodpits Drowner (1)(U) Creature -- Merfolk 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Found Footage (1) Artifact -- Clue You may look at face-down creatures your opponents control any time. {2}, Sacrifice this artifact: Surveil 2, then draw a card. (To 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 PLAY botbox.dev

Horrid Vigor ①⑥ Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R}.) [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
Orphans of the Wheat ①④ Creature -- Human Whenever this creature attacks, tap any number of untapped creatures you control. This creature gets +1/+1 until end of turn for each creature tapped this way. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orphans of the Wheat ①④ Creature -- Human Whenever this creature attacks, tap any number of untapped creatures you control. This creature gets +1/+1 until end of turn for each creature tapped this way. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ripchain Razorkin ③③ Creature -- Human Berserker Reach {2}{R}, Sacrifice a land: Draw a card. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seized from Slumber ④④ Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seized from Slumber (4)(W) Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silent Hallcreeper (1)(U) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Snatcher (4)(B)(B) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tunnel Surveyor (2)(U) Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Twist Reality (1)(U)(U) 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 PLAY botbox.dev	Twist Reality (1)(U)(U) 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 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	Unsettling Twins (3)(W) 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] 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]

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Veteran Survivor

W

Creature -- Human Survivor

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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