

2 B

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

3/2

botbox.dev

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

3/2

botbox.dev

③

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.

2/4

botbox.dev

1 B

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life.

2/2

botbox.de

1 B

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2/2

botbox.dev

④ R

When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target.

4/4

botbox.dev

B G

Reach
When this creature enters, 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.)

{4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard.

2/3

botbox.dev

3 B

Deathtouch
This creature enters with a +1/+1 counter on it if a creature died this turn.

3/3

botbox.de

Cautious Survivor3G 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 Elevator3U 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 Stairs2U 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 Prowler3U 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	Clockwork PercussionistR 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 PLAYbotbox.dev
Cult Healer2W 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 PLAYbotbox.dev	Daggermaw Megalodon4UU Creature -- Shark Vigilance Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dashing Bloodsucker3B Creature -- Vampire Warrior Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 and gains lifelink until end of turn. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defiled Crypt3B 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 LabB 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.) botbox.dev

3 B

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]

B

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 PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Exile target artifact, enchantment,
or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

4 W W

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

3 U U

Flying
Whenever this creature attacks,
target creature defending player
controls gets -2/-0 and loses flying
until your next turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U B

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

① ②

Creature -- Insect

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

2/2

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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

③ ④ W

Creature -- Spirit

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

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this creature dies, each player draws a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(3) (U)

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

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glassworks2R 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] ----- -- -- RIGHT HALF -- -- Shattered Yard4R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmerlight2 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 PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grasping Longneck2G Enchantment Creature -- Horror Reach When this creature dies, you gain 2 life. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Impossible Inferno4R Instant Impossible Inferno deals 6 damage to target creature. Delirium -- If there are four or more card types among cards in your graveyard, exile the top card of your library. You may play it until the end of your next turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Phantom3R Creature -- Spirit Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 until end of turn. When this creature dies, it deals damage equal to its power to any target. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innocuous Rat1B 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 PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	Let's Play a Game (3)(B) 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 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
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 PLAY botbox.dev	Murder (1)(B)(B) Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Oblivious Bookworm (G)(U) 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] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Zealot (1)(G) Creature -- Elf Druid {T}: Add one mana of any color. {T}: Add two mana of any one color. Spend this mana only to turn permanents face up. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patched Plaything (2)(W) Artifact Creature -- Toy Double strike This creature enters with two -1/-1 counters on it if you cast it from your hand. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piranha Fly (1)(U) Creature -- Fish Insect Flying This creature enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Possessed Goat (W) Creature -- Goat {3}, Discard a card: Put three +1/+1 counters on this creature and it becomes a black Demon in addition to its other colors and types. Activate only once. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Possessed Goat (W) Creature -- Goat {3}, Discard a card: Put three +1/+1 counters on this creature and it becomes a black Demon in addition to its other colors and types. Activate only once. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ragged Playmate (1)(R) Artifact Creature -- Toy {1}, {T}: Target creature with power 2 or less can't be blocked this turn. [sideboard] 2/2 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

Razorkin Needlehead (R)(R) Creature -- Human Assassin This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restricted Office (2)(W)(W) Enchantment -- Room When you unlock this door, destroy all creatures with power 3 or greater. (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 ----- Lecture Hall (5)(U)(U) Enchantment -- Room Other permanents you control have hexproof. (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 PLAYbotbox.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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rite of the Moth (1)(W)(B)(B) Sorcery Return target creature card from your graveyard to the battlefield with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{W}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rootwise Survivor (3)(G)(G) 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 PLAYbotbox.dev	Rootwise Survivor (3)(G)(G) 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 PLAYbotbox.dev	Scorching Dragonfire (1)(R) Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scorching Dragonfire (1)(R) Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 R

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]

④ R R

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this creature enters, create a 1/1 white Glimmer enchantment creature token.

[sidebar]

2/2

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

W

Destroy target creature. 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Destroy target creature. 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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(X)(G)

Manifest dread X times, then put X +1/+1 counters on each of those creatures. (To manifest dread, look at the top two cards of your library, then 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

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

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	Wickerfolk Thresher 3 G Artifact Creature -- Scarecrow Delirium -- Whenever this creature attacks, if there are four or more card types among cards in your graveyard, look at the top card of your library. If it's a land card, you may put it onto the battlefield. If you don't put the card onto the battlefield, put it into your hand. [sideboard] 5/4 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	Withering Torment 2 B Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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