

|                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Abandoned Campground</b> </div> <div> Land </div> <div> This land enters tapped unless a player has 13 or less life.<br/>{T}: Add {W} or {U}. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                       | <div> <b>Acrobatic Cheerleader</b> </div> <div> Creature -- Human Survivor </div> <div> Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying counter on it. This ability triggers only once. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Balemurk Leech</b> </div> <div> Creature -- Leech </div> <div> Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                | <div> <b>Bear Trap</b> </div> <div> Artifact </div> <div> Flash<br/>{3}, {T}, Sacrifice this artifact:<br/>It deals 3 damage to target creature. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div> <b>Boilerbilges Ripper</b> </div> <div> Creature -- Human Assassin </div> <div> When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. </div> <div> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Boilerbilges Ripper</b> </div> <div> Creature -- Human Assassin </div> <div> When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. </div> <div> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>             | <div> <b>Boilerbilges Ripper</b> </div> <div> Creature -- Human Assassin </div> <div> When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. </div> <div> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Bottomless Pool</b> </div> <div> Enchantment -- Room </div> <div> When you unlock this door, return up to one target creature to its owner's hand.<br/>(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.) </div> <div> [sideboard] </div> <div> <div>RIGHT HALF</div> </div> <div> <div>Locker Room</div> </div> <div> Enchantment -- Room </div> <div> Whenever one or more creatures you control deal combat damage to a player, draw a card.<br/>(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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Broodspinner</b> <span>(B)(G)</span><br>Creature -- Spider<br><hr/> Reach<br>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.)<br>{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.<br><br>[sideboard]<br><br><div>2/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cackling Slasher</b> <span>(3)(B)</span><br>Creature -- Human Assassin<br><hr/> Deathtouch<br>This creature enters with a +1/+1 counter on it if a creature died this turn.<br><br>[sideboard]<br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     | <b>Cackling Slasher</b> <span>(3)(B)</span><br>Creature -- Human Assassin<br><hr/> Deathtouch<br>This creature enters with a +1/+1 counter on it if a creature died this turn.<br><br>[sideboard]<br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     | <b>Cautious Survivor</b> <span>(3)(G)</span><br>Creature -- Elf Survivor<br><hr/> Survival -- At the beginning of your second main phase, if this creature is tapped, you gain 2 life.<br><br>[sideboard]<br><br><div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Cautious Survivor</b> <span>(3)(G)</span><br>Creature -- Elf Survivor<br><hr/> Survival -- At the beginning of your second main phase, if this creature is tapped, you gain 2 life.<br><br>[sideboard]<br><br><div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                      | <b>Clammy Prowler</b> <span>(3)(U)</span><br>Enchantment Creature -- Horror<br><hr/> Whenever this creature attacks, another target attacking creature can't be blocked this turn.<br><br>[sideboard]<br><br><div>2/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Clammy Prowler</b> <span>(3)(U)</span><br>Enchantment Creature -- Horror<br><hr/> Whenever this creature attacks, another target attacking creature can't be blocked this turn.<br><br>[sideboard]<br><br><div>2/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Creeping Peeper</b> <span>(1)(U)</span><br>Creature -- Eye<br><hr/> {T}: Add {U}. Spend this mana only to cast an enchantment spell, unlock a door, or turn a permanent face up.<br><br>[sideboard]<br><br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev    |

|                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Cynical Loner</b> (1)(B)<br><hr/> Creature -- Human Survivor<br><hr/> <p>This creature can't be blocked by Glimmers.</p> <p>Survival -- At the beginning of your second main phase, if this creature is tapped, you may search your library for a card, put it into your graveyard, then shuffle.</p> <p>[sideboard]</p> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Demonic Counsel</b> (1)(B)<br><hr/> Sorcery<br><hr/> <p>Search your library for a Demon card, reveal it, put it into your hand, then shuffle.</p> <p>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Disturbing Mirth</b> (B)(R)<br><hr/> Enchantment<br><hr/> <p>When this enchantment enters, you may sacrifice another enchantment or creature. If you do, draw two cards. When you sacrifice this enchantment, 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.)</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Drag to the Roots</b> (2)(B)(G)<br><hr/> Instant<br><hr/> <p>Delirium -- This spell costs {2} less to cast as long as there are four or more card types among cards in your graveyard.</p> <p>Destroy target nonland permanent.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                      |
| <b>Duskmourn's Domination</b> (4)(U)(U)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature</p> <p>You control enchanted creature. Enchanted creature gets -3/-0 and loses all abilities.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     | <b>Emerge from the Cocoon</b> (4)(W)<br><hr/> Sorcery<br><hr/> <p>Return target creature card from your graveyard to the battlefield. You gain 3 life.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <b>Enduring Innocence</b> (1)(W)(W)<br><hr/> Enchantment Creature -- Sheep Glimmer<br><hr/> <p>Lifelink</p> <p>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.</p> <p>When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <b>Enduring Vitality</b> (1)(G)(G)<br><hr/> Enchantment Creature -- Elk Glimmer<br><hr/> <p>Vigilance</p> <p>Creatures you control have "{T}": Add one mana of any color."</p> <p>When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Land

This land enters tapped unless a player has 13 or less life.  
{T}: Add {G} or {W}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

## Sorcery

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Creature -- Human Cleric

When this creature enters, each player discards a card. If you discarded a card this way, draw a card.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

**B**

Enchantment Creature -- Nightmare

When this creature dies, it deals 1 damage to any target and you gain 1 life.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② 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.)

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

|                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Final Vengeance</b> <span>ⓑ</span><br><hr/> Sorcery<br><hr/> As an additional cost to cast this spell, sacrifice a creature or enchantment.<br>Exile target creature.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                            | <b>Final Vengeance</b> <span>ⓑ</span><br><hr/> Sorcery<br><hr/> As an additional cost to cast this spell, sacrifice a creature or enchantment.<br>Exile target creature.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Flesh Burrower</b> <span>①ⓖ</span><br><hr/> Creature -- Insect<br><hr/> Deathtouch<br>Whenever this creature attacks, another target creature you control gains deathtouch until end of turn.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Found Footage</b> <span>①</span><br><hr/> Artifact -- Clue<br><hr/> 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.)<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Found Footage</b> <span>①</span><br><hr/> Artifact -- Clue<br><hr/> 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.)<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Frantic Strength</b> <span>②ⓖ</span><br><hr/> Enchantment -- Aura<br><hr/> Flash<br>Enchant creature<br>Enchanted creature gets +2/+2 and has trample.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                | <b>Friendly Teddy</b> <span>②</span><br><hr/> Artifact Creature -- Bear Toy<br><hr/> When this creature dies, each player draws a card.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                          | <b>Friendly Teddy</b> <span>②</span><br><hr/> Artifact Creature -- Bear Toy<br><hr/> When this creature dies, each player draws a card.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                              |

Playtest cards - FishyPhysics - 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 5/11 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Ghostly Dancers</div><div>3WW</div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.</div><div>[sideboard]</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Glassworks</div><div>2R</div></div><div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals 4 damage to target creature an opponent controls.</div><div>(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.)</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Shattered Yard</div><div>4R</div></div><div><div>Enchantment -- Room</div><div>At the beginning of your end step, this Room deals 1 damage to each opponent.</div><div>(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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>   | <div><div><div>Glimmerlight</div><div>2</div></div><div><div>Artifact -- Equipment</div><div>When this Equipment enters, create a 1/1 white Glimmer enchantment creature token.</div><div>Equipped creature gets +1/+1.</div><div>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Glimmerlight</div><div>2</div></div><div><div>Artifact -- Equipment</div><div>When this Equipment enters, create a 1/1 white Glimmer enchantment creature token.</div><div>Equipped creature gets +1/+1.</div><div>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Grab the Prize</div><div>1R</div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.</div><div>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                               | <div><div><div>Grand Entryway</div><div>1W</div></div><div><div>Enchantment -- Room</div><div>When you unlock this door, create a 1/1 white Glimmer enchantment creature token.</div><div>(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.)</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Elegant Rotunda</div><div>2W</div></div><div><div>Enchantment -- Room</div><div>When you unlock this door, put a +1/+1 counter on each of up to two target creatures.</div><div>(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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Gremlin Tamer</div><div>WU</div></div><div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                  | <div><div><div>Hardened Escort</div><div>2W</div></div><div><div>Creature -- Human Soldier</div><div>Whenever this creature attacks, another target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>            |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>House Cartographer</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Human Scout Survivor</div> <div> <p>Survival -- At the beginning of your second main phase, if this creature is tapped, reveal cards from the top of your library until you reveal a land card. Put that card into your hand and the rest on the bottom of your library in a random order.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Insidious Fungus</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Fungus</div> <div> <p>{2}, Sacrifice this creature: Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Intruding Soulrager</div> <div> <div>U</div> <div>R</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <p>Vigilance</p> <p>{T}, Sacrifice a Room: This creature deals 2 damage to each opponent. Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Irreverent Gremlin</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Gremlin</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Whenever another creature you control with power 2 or less enters, you may discard a card. If you do, draw a card. Do this only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                          |
| <div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                     | <div> <div>Jump Scare</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                        | <div> <div>Lakeside Shack</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {G} or {U}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                  | <div> <div>Let's Play a Game</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Delirium -- Choose one. If there are four or more card types among cards in your graveyard, choose one or more instead.</p> <ul style="list-style-type: none"> <li>* Creatures your opponents control get -1/-1 until end of turn.</li> <li>* Each opponent discards two cards.</li> <li>* Each opponent loses 3 life and you gain 3 life.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Let's Play a Game</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Delirium -- Choose one. If there are four or more card types among cards in your graveyard, choose one or more instead.</p> <ul style="list-style-type: none"> <li>* Creatures your opponents control get -1/-1 until end of turn.</li> <li>* Each opponent discards two cards.</li> <li>* Each opponent loses 3 life and you gain 3 life.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Midnight Mayhem</div> <div> <div>2</div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Create three 1/1 red Gremlin creature tokens. Gremlins you control gain menace, lifelink, and haste until end of turn. (A creature with menace can't be blocked except by two or more creatures.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div> <div>Murder</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                     |
| <div> <div>Murder</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                        | <div> <div>Neglected Manor</div> </div> <div>Land</div> <div> <p>This land enters tapped unless a player has 13 or less life.</p> <p>{T}: Add {W} or {B}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                 | <div> <div>Niko, Light of Hope</div> <div> <div>2</div> <div>W</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Wizard</div> <div> <p>When Niko enters, create two Shard tokens. (They're enchantments with "{2}, Sacrifice this token: Scry 1, then draw a card.")</p> <p>{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.</p> </div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Oblivious Bookworm</div> <div> <div>G</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div>[sideboard]</div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Piranha Fly</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Creature -- Fish Insect         </div> <div>           Flying<br/>           This creature enters tapped.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                         | <div> <b>Pyroclasm</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery         </div> <div>           Pyroclasm deals 2 damage to each creature.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                         | <div> <b>Pyroclasm</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Sorcery         </div> <div>           Pyroclasm deals 2 damage to each creature.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                        | <div> <b>Rip, Spawn Hunter</b> <div> <div>2</div> <div>G</div> <div>W</div> </div> </div> <div>           Legendary Creature -- Human Survivor         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div>4/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Shardmage's Rescue</b> <div> <div>W</div> </div> </div> <div>           Enchantment -- Aura         </div> <div>           Flash<br/>           Enchant creature you control<br/>           As long as this Aura entered this turn, enchanted creature has hexproof.<br/>           Enchanted creature gets +1/+1.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Slavering Branchsnapper</b> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Lizard         </div> <div>           Trample<br/>           Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)         </div> <div>           [sideboard]         </div> <div> <div>7/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Spineseeker Centipede</b> <div> <div>2</div> <div>G</div> </div> </div> <div>           Creature -- Insect         </div> <div>           When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>           Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Split Up</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Choose one --<br/>           * Destroy all tapped creatures.<br/>           * Destroy all untapped creatures.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                        |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Stalked Researcher</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Defender</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <b>Stay Hidden, Stay Silent</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>When this Aura enters, tap enchanted creature.</div> <div>Enchanted creature doesn't untap during its controller's untap step.</div> <div>{4}{U}{U}: Shuffle enchanted creature into its owner's library, then manifest dread. Activate only as a sorcery.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <b>Terramorphic Expanse</b> </div> <div> <div>Land</div> <div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                      | <div> <b>Trapped in the Screen</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div> <div>When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <b>Tunnel Surveyor</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> <div>When this creature enters, create a 1/1 white Glimmer enchantment creature token.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                   | <div> <b>Turn Inside Out</b> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>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.)</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                       | <div> <b>Unable to Scream</b> <div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</div> <div>As long as enchanted creature is face down, it can't be turned face up.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <b>Unsettling Twins</b> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human</div> <div> <div>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.)</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                  |

|                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Vanish from Sight</div><div>3U</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Vengeful Possession</div><div>2R</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Vicious Clown</div><div>2R</div></div><div>Creature -- Human Clown</div><div>Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn.</div><div>[sideboard]</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wary Watchdog</div><div>1G</div></div><div>Creature -- Dog</div><div>When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

