

Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hand That Feeds 1 R Creature -- Mutant Delirium -- Whenever this creature attacks while there are four or more card types among cards in your graveyard, it gets +2/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Midnight Mayhem 2RW Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Mayhem 2RW Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ragged Playmate

① R

Artifact Creature -- Toy

{1}, {T}: Target creature with power 2 or less can't be blocked this turn.

2/2

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Ragged Playmate

① R

Artifact Creature -- Toy

{1}, {T}: Target creature with power 2 or less can't be blocked this turn.

2/2

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Raucous Carnival

Land

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

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Scorching Dragonfire (1)(R)

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.

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Scorching Dragonfire ①Ⓡ

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

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Splitskin Doll

① ② W

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

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Playtest cards - Piperqeddon - FreeForm (Prada's Cup Dusk: House of Horror)

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 6/10 - 8 cards - 2.5 x 3.5 in each

Splitskin Doll

1

W

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

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Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Turn Inside Out

R

Instant

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.)

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Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.
Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

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①

Choose one --

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

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®

Target creature gets +1/+0 and gains first strike until end of turn.

Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn.

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