

Appendage Amalgam (2)(B) Enchantment Creature -- Horror Flash Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balemurk Leech (1)(B) Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balemurk Leech (1)(B) Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainsaw (1)(R) Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clockwork Percussionist (R) 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cracked Skull (2)(B) Enchantment -- Aura Enchant creature When this Aura enters, look at target player's hand. You may choose a nonland card from it. That player discards that card. When enchanted creature is dealt damage, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Burning Alive (4)(R)(R) Enchantment Creature -- Nightmare When this creature enters, it deals 4 damage to each opponent. Delirium -- Whenever a source you control deals noncombat damage to an opponent, if there are four or more card types among cards in your graveyard, this creature deals that amount of damage to target creature that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Lost Teeth (B) Enchantment Creature -- Nightmare When this creature dies, it deals 1 damage to any target and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, discard a card, then draw a card.

Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

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②R

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.)

RIGHT HALF

④ R

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.)

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②R

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.)

RIGHT HALF

④⑤

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.)

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②

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.)

④ R

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.

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3 B

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.

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③ ④

Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn.

2/4

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$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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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Painter's Studio 2R Enchantment -- Room When you unlock this door, exile the top two cards of your library. You may play them until the end of your next 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.) ----- -- -- RIGHT HALF -- -- Defaced Gallery 1R Enchantment -- Room Whenever you attack, attacking creatures you control get +1/+0 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 PLAYbotbox.dev	Razorkin Hordecaller 4R Creature -- Human Clown Berserker Haste Whenever you attack, create a 1/1 red Gremlin creature token. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ripchain Razorkin 3R Creature -- Human Berserker Reach {2}{R}, Sacrifice a land: Draw a card. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sawblade Skinripper 1BR Creature -- Human Assassin Menace {2}, Sacrifice another creature or enchantment: Put a +1/+1 counter on this creature. At the beginning of your end step, if you sacrificed one or more permanents this turn, this creature deals that much damage to any target. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sporogenic Infection 1B Enchantment -- Aura Enchant creature When this Aura enters, target player sacrifices a creature of their choice other than enchanted creature. When enchanted creature is dealt damage, destroy it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Turn Inside Out 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Possession Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengeful Possession Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anthropede Creature -- Insect Reach When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anthropede Creature -- Insect Reach When this creature enters, you may discard a card or pay {2}. When you do, destroy target Room. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bear Trap Artifact Flash {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bedhead Beastie Creature -- Beast Menace (This creature can't be blocked except by two or more creatures.) Mountaincycling {2} ({2}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.) [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Down the Door Instant Choose one -- * Exile target artifact. * Exile target 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commune with Evil Sorcery Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptid Inspector Creature -- Elf Warrior Vigilance Whenever a face-down permanent you control enters and whenever this creature or another permanent you control is turned face up, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daggermaw Megalodon 4 U U 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 PLAY botbox.dev	Derelict Attic 2 B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (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 ----- Widow's Walk 3 B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch 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	Derelict Attic 2 B Enchantment -- Room When you unlock this door, you draw two cards and you lose 2 life. (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 ----- Widow's Walk 3 B Enchantment -- Room Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch 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	Don't Make a Sound 1 U Instant Counter target spell unless its controller pays {2}. If they do, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duskmourn's Domination 4 U U Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature gets -3/-0 and loses all abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge from the Cocoon 4 W Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerge from the Cocoon 4 W Sorcery Return target creature card from your graveyard to the battlefield. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Tenacity 2 B B Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity 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.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Vitality 1 G G Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}: Add one mana of any color." 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entity Tracker 2 U Creature -- Human Scout Flash Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Abduction 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 PLAYbotbox.dev
Fear of Immobility 4 W Enchantment Creature -- Nightmare When this creature enters, tap up to one target creature. If an opponent controls that creature, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Impostors 1 U U Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Surveillance 1 W Enchantment Creature -- Nightmare Vigilance Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Surveillance 1 W Enchantment Creature -- Nightmare Vigilance Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Final Vengeance B Sorcery As an additional cost to cast this spell, sacrifice a creature or enchantment. Exile target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Enchantment - - Aura

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

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②

Artifact Creature -- Bear Toy

When this creature dies, each player draws a card.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Creature -- Spirit

Flying
When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

[sidebar]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kaizen032 - FreeForm (?Discord???-???-? DSK B03???? ?only who can understa

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 10/19 - 8 cards - 2.5 x 3.5 in each

Grab the Prize 1 R Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grasping Longneck 2 G Enchantment Creature -- Horror Reach When this creature dies, you gain 2 life. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrid Vigor 1 G Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Intruding Soulrager U R Creature -- Spirit Vigilance {T}, Sacrifice a Room: This creature deals 2 damage to each opponent. Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T} : Add {U} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Miasma Demon 4 B B Creature -- Demon Flying When this creature enters, you may discard any number of cards. When you do, up to that many target creatures each get -2/-2 until end of turn. [sideboard] 5/4 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Say Its Name 1G Sorcery Mill three cards. Then you may return a creature or land card from your graveyard to your hand. Exile this card and two other cards named Say Its Name from your graveyard: Search your graveyard, hand, and/or library for a card named Altanak, the Thrice-Called and put it onto the battlefield. If you search your library this way, shuffle. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seized from Slumber 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seized from Slumber 4W Instant This spell costs {3} less to cast if it targets a tapped creature. Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shrewd Storyteller 1GW Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a +1/+1 counter on target creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Snatcher 4BB Creature -- Spirit Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Snatcher 4BB Creature -- Spirit Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Splitskin Doll 1W Artifact Creature -- Toy When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tunnel Surveyor (2)(U) Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tunnel Surveyor (2)(U) Creature -- Human Detective When this creature enters, create a 1/1 white Glimmer enchantment creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twist Reality (1)(U)(U) Instant Choose one -- * Counter target spell. * Manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valgavoth's Faithful (B) Creature -- Human Cleric {3}{B}, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vicious Clown (2)(R) Creature -- Human Clown Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Clown (2)(R) Creature -- Human Clown Whenever another creature you control with power 2 or less enters, this creature gets +2/+0 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Violent Urge (R) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	