

Bedhead Beastie 4 R R 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.) 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodspinner B G Creature -- Spider Reach When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) {4}{B}{G}, {T}, Sacrifice this creature: Create a number of 1/1 black and green Insect creature tokens with flying equal to the number of card types among cards in your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Fear of Being Hunted 1 R R Enchantment Creature -- Nightmare Haste This creature must be blocked if able. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Glassworks2R Enchantment -- Room When you unlock this door, this Room deals 4 damage to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) ----- - - - RIGHT HALF - - - Shattered Yard4R Enchantment -- Room At the beginning of your end step, this Room deals 1 damage to each opponent. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grab the Prize1R 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hand That Feeds1R 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	Hedge Shredder266 Artifact -- Vehicle Whenever this Vehicle attacks, you may mill two cards. Whenever one or more land cards are put into your graveyard from your library, put them onto the battlefield tapped. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Manifest Dread 1 G Sorcery 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.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Most Valuable Slayer 3 R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Most Valuable Slayer 3 R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Most Valuable Slayer 3 R Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 and gains first strike until end of turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Piggy Bank

① R

Artifact Creature -- Boar Toy

When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Creature -- Lizard

Trample
Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Creature -- Insect

When this creature enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.

Delirium -- This creature gets +1/+2 and has vigilance as long as there are four or more card types among cards in your graveyard.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Under the Skin

2G

Sorcery

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.)

You may return a permanent card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstoppable Slasher

2 B

Creature -- Zombie Assassin

Deathtouch
Whenever this creature deals combat damage to a player, they lose half their life, rounded up.
When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waltz of Rage

③ R R

Sorcery

Target creature you control deals damage equal to its power to each other creature. Until end of turn, whenever a creature you control dies, exile the top card of your library. You may play it until the end of your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wary Watchdog

① ②

Creature -- Dog

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wary Watchdog

① ⑥

Creature -- Dog

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wary Watchdog

① ⑧

Creature -- Dog

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abandoned Campground Land This land enters tapped unless a player has 13 or less life. {T}: Add {W} or {U}. [sideboard] 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	Appendage Amalgam Enchantment Creature -- Horror Flash Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Baseball Bat Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1. Whenever equipped creature attacks, tap up to one target creature. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Baseball Bat Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1. Whenever equipped creature attacks, tap up to one target creature. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] 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	Boilerbilges Ripper Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 1469, rado - FreeForm (?Discord???-???-? DSK B03???? ?only who can unders

sheet 6/13 - 8 cards - 2.5 x 3.5 in each

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.

Boilerbilges Ripper 4 R Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boilerbilges Ripper 4 R Creature -- Human Assassin When this creature enters, you may sacrifice another creature or enchantment. When you do, this creature deals 2 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cursed Windbreaker 2 U Artifact -- Equipment When this Equipment enters, manifest dread, then attach this Equipment to that creature. (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.) Equipped creature has flying. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Duskmourn's Domination 4 U U Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature gets -3/-0 and loses all abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duskmourn's Domination 4 U U Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature gets -3/-0 and loses all abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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④ ⑤

Return target creature card from your graveyard to the battlefield. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W

As an additional cost to cast this spell, exile a creature you control.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5/5

① ② ③

Flash
When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

① ② ③

Flying, lifelink
This creature can't block.
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, you may return this card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

B

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

Exile target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Friendly Ghost 3 W Creature -- Spirit Flying When this creature enters, target creature gets +2/+4 until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Friendly Ghost 3 W Creature -- Spirit Flying When this creature enters, target creature gets +2/+4 until end of turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Friendly Teddy 2 Artifact Creature -- Bear Toy When this creature dies, each player draws a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glimmerburst 3 U Instant Draw two cards. Create a 1/1 white Glimmer enchantment creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greenhouse 2 G Enchantment -- Room Lands you control have "{T}: Add one mana of any color." (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 Rickety Gazebo 3 G Enchantment -- Room When you unlock this door, mill four cards, then return up to two permanent cards from among them to your hand. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrid Vigor 1 G Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innocuous Rat 1 B Creature -- Rat When this creature dies, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jump Scare (W) Instant Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jump Scare (W) Instant Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kona, Rescue Beastie (3)(G) Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Live or Die (3)(B)(B) Instant Choose one -- * Return target creature card from your graveyard to the battlefield. * Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Living Phone (2)(W) Artifact Creature -- Toy When this creature dies, look at the top five cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Chandelier (6) Artifact Creature -- Construct Flying {2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Chandelier (6) Artifact Creature -- Construct Flying {2}: Put target card from a graveyard on the bottom of its owner's library. Activate only as a sorcery. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meat Locker (2)(U) Enchantment -- Room When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (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 - - - Drowned Diner (3)(U)(U) Enchantment -- Room When you unlock this door, draw three cards, then discard a card. (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

Meat Locker 2U Enchantment -- Room When you unlock this door, tap up to one target creature and put two stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) (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] Drowned Diner 3UU Enchantment -- Room When you unlock this door, draw three cards, then discard a card. (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	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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piranha Fly 1U Creature -- Fish Insect Flying This creature enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Piranha Fly 1U Creature -- Fish Insect Flying This creature enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Popular Egotist 2B Creature -- Human Rogue {1}{B}, Sacrifice another creature or enchantment: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it.) Whenever you sacrifice a permanent, target opponent loses 1 life and you gain 1 life. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resurrected Cultist 2B Creature -- Human Cleric Delirium -- {2}{B}{B}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. (If a creature with a finality counter on it would die, exile it instead.) [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Skullcrab U Creature -- Crab Skeleton Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, target player mills two cards. (They put the top two cards of their library into their graveyard.) [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Snatcher 4 B B Creature -- Spirit Ward--Discard a card. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sporogenic Infection 1 B 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. [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
Trapped in the Screen 2 W Enchantment Ward {2} (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this enchantment enters, exile target artifact, creature, or enchantment an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trial of Agony R Sorcery Choose two target creatures controlled by the same opponent. That player chooses one of those creatures. Trial of Agony deals 5 damage to that creature, and the other can't block this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unsettling Twins 3 W Creature -- Human When this creature enters, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter, Misanthropic Guide 1 B R G Legendary Creature -- Human Warlock Ward {2} At the beginning of your upkeep, each player draws two cards. Delirium -- As long as there are four or more card types among cards in your graveyard, each opponent's maximum hand size is equal to seven minus the number of those card types. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter's Intervention 1 B Instant Winter's Intervention deals 2 damage to target creature. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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