

① W

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.

2/2

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① R

As an additional cost to cast this spell, sacrifice a creature or enchantment or pay {2}. Betrayal's Bargain deals 5 damage to target creature. If that creature would die this turn, exile it instead.

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3 B

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

3/3

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3 B

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

3/3

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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

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2 B

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.

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3 B

Whenever one or more cards leave your graveyard, create a 2/2 black Horror enchantment creature token. This ability triggers only once each turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

B

When you unlock this door, return target creature card from your graveyard to your hand.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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2 B

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.)

3 B

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.)

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Fear of the Dark 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	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	Found Footage 1 Artifact -- Clue 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.) [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	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	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] 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	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	Murder 1 B B Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Osseous Sticktwister 1 B Artifact Creature -- Scarecrow Lifelink Delirium -- At the beginning of your end step, if there are four or more card types among cards in your graveyard, each opponent may sacrifice a nonland permanent of their choice or discard a card. Then this creature deals damage equal to its power to each opponent who didn't sacrifice a permanent or discard a card this way. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Studio 2 R 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.) [sideboard] Defaced Gallery 1 R 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.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patched Plaything 2 W Artifact Creature -- Toy Double strike This creature enters with two -1/-1 counters on it if you cast it from your hand. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Popular Egotist 2 B 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

Raucous Carnival Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raucous Carnival Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorkin Hordecaller 4R Creature -- Human Clown Berserker Haste Whenever you attack, create a 1/1 red Gremlin creature token. [sideboard] 4/4 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scorching Dragonfire 1R Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scorching Dragonfire 1R Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shepherding Spirits 4WW Creature -- Spirit Flying Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shepherding Spirits 4WW Creature -- Spirit Flying Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slavering Branchsnapper (4GG) 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.) [sideboard] 7/6 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	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	Split Up (1WWW) Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Tale of Tamiyo (2U) Legendary Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III -- Mill two cards. If two cards that share a card type were milled this way, draw a card and repeat this process. IV -- Exile any number of target instant, sorcery, and/or Tamiyo planeswalker cards from your graveyard. Copy them. You may cast any number of the copies. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ticket Booth (2R) Enchantment -- Room When you unlock this door, manifest dread. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] ----- RIGHT HALF ----- Tunnel of Hate (4RR) Enchantment -- Room Whenever you attack, target attacking creature gains double strike until end of turn. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unsettling Twins

3W

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

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Winter's Intervention

1B

Instant

Winter's Intervention deals 2 damage to target creature. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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