

Appendage Amalgam 2B 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 PLAYbotbox.dev	Balemurk Leech 1B Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Conductive Machete 4 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 gets +2/+1. Equip {4} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defiled Crypt 3B Enchantment -- Room 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.) [sideboard] ----- - - - RIGHT HALF - - - Cadaver Lab B Enchantment -- Room 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Being Hunted 1RR Enchantment Creature -- Nightmare Haste This creature must be blocked if able. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Surveillance 1W 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

Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impossible Inferno4R Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Infernal Phantom3R Creature -- Spirit Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, this creature gets +2/+0 until end of turn. When this creature dies, it deals damage equal to its power to any target. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intruding SoulragerUR 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 PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Killer's Mask2B 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 menace. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murder 1 B B Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murder 1 B B Instant Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Norin, Swift Survivalist R Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Norin, Swift Survivalist R Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overlord of the Boilerbilges 4 R R Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, it deals 4 damage to any target. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ragged Playmate 1 R Artifact Creature -- Toy {1}, {T}: Target creature with power 2 or less can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - otokomaro - 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 3/6 - 8 cards - 2.5 x 3.5 in each

① R

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④R

Haste
Whenever you attack, create a 1/1
red Gremlin creature token.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.)

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Reach
 $\{2\}\{R\}$, Sacrifice a land: Draw a
 card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Reach
{2}{R}, Sacrifice a land: Draw a
card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B R

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 PLAY botbox.dev

① B R

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 PLAY botbox.dev

①R

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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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]	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]	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]	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]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.

[sideboard]

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Winter's Intervention

1 B

Instant

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

[sideboard]

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