Abigale, Eloquent First-Year {W/B}{W/B}

Legendary Creature -- Bird Bard

Flying, first strike, lifelink
When Abigale enters, up to one other target creature loses all abilities. Put a flying counter, a first strike counter, and a lifelink counter on that creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bebop & Rocksteady {1}{B/G}{B/G}

Legendary Creature -- Boar Rhino Mutant

Whenever Bebop & Rocksteady attack or block, sacrifice a permanent unless you discard a card.

7/5

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Bloodletter of Aclazotz {1}{B}{B}{B}

Creature -- Vampire Demon

Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

2/4

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Cecil, Dark Knight B

Legendary Creature -- Human Knight

Deathtouch
Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.

2/3

- - - BACK FACE - - -

Cecil, Redeemed Paladin

Legendary Creature -- Human Knight

Lifelink
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

4/4

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Cruelclaw's Heist BB

Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat 1B

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MikewareXGR - Standard v3 Group EB5860 (Deep-Cavern Bat, Amalia Benavides sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Intimidation Tactics {B}

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card.
Cycling {3} ({3}, Discard this card: Draw a card.)

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Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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Rot-Curse Rakshasa {1}{B}

Creature -- Demon

Trample
Decayed (This creature can't block. When it attacks, sacrifice it at end of combat.)
Renew -- {X}{B}{B}, Exile this card from your graveyard: Put a decayed counter on each of X target creatures. Activate only as a sorcery.

5/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Tragedy Feaster (2)(B)(B)

Creature -- Demon

Trample
Ward--Discard a card.
Infusion -- At the beginning of your end step, sacrifice a permanent unless you gained life this turn.

7/6

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Unholy Annex {2}{B}

Enchantment -- Room

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, 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.)

- - - RIGHT HALF - - -

Ritual Chamber {3}{B}{B}

Enchantment -- Room

When you unlock this door, create a 6/6 black Demon creature token with flying.
(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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

[sideboard]

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Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zero Point Ballad {X}{B}

Sorcery

Destroy all creatures with toughness X or less. You lose X life. If X is 6 or more, return a creature card put into a graveyard this way to the battlefield under your control.

[sideboard]

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