

Card

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Instant

Choose one --

- * Exile target creature or planeswalker.
- * Return one or two target creature and/or planeswalker cards from your graveyard to your hand.
- * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn.

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Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)

When this Class enters, each opponent discards two cards unless they discard a nonland card.

{B}: Level 2

At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.

{3}{B}: Level 3

At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

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Bandit's Talent (1)(B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.	Bandit's Talent (1)(B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.	Blasphemous Edict (3)(B)(B) Sorcery You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield. Each player sacrifices thirteen creatures of their choice.	Blasphemous Edict (3)(B)(B) Sorcery You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield. Each player sacrifices thirteen creatures of their choice.
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Cerebral Confiscation (2)(B) Sorcery Choose one -- * Target opponent discards two cards. * Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cerebral Confiscation (2)(B) Sorcery Choose one -- * Target opponent discards two cards. * Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hostile Investigator (3)(B) Creature -- Ogre Rogue Detective When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 4/3

Hostile Investigator ③①B Creature -- Ogre Rogue Detective When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Momentum Breaker ①①B Enchantment Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Momentum Breaker ①①B Enchantment Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Momentum Breaker ①①B Enchantment Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nowhere to Run ①①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run ①①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run ①①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 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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Tinybones, Bauble Burglar 1B Legendary Creature -- Skeleton Rogue Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells. {3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, Bauble Burglar 1B Legendary Creature -- Skeleton Rogue Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells. {3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, Bauble Burglar 1B Legendary Creature -- Skeleton Rogue Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells. {3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, Bauble Burglar 1B Legendary Creature -- Skeleton Rogue Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells. {3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tinybones, the Pickpocket (B) Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinybones, the Pickpocket (B) Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Withering Torment (2)(B) Instant Destroy target creature or enchantment. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Withering Torment (2)(B) Instant Destroy target creature or enchantment. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Negotiation (B) Sorcery Target opponent exiles a card from their hand. If this spell was cast from a graveyard, draw a card. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruthless Negotiation ⓑ Sorcery Target opponent exiles a card from their hand. If this spell was cast from a graveyard, draw a card. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Negotiation ⓑ Sorcery Target opponent exiles a card from their hand. If this spell was cast from a graveyard, draw a card. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Withering Torment ②ⓑ Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	