## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Corpses of the Lost (2)(B)

Enchantment

Skeletons you control get +1/+0 and have haste.
When this enchantment enters, create a 2/2 black Skeleton Pirate creature token.
At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand.
(You descended if a permanent card was put into your graveyard from anywhere.)

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## Desolation Prowler (1)(B)

Creature -- Wolf

Pay 2 life: This creature gets +2/+2 until end of turn. Activate only once each turn.

**2/2**

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**Playtest cards - lightup3772 - Standard v3 Group D42FE5 (Nighthowl Pursuer, Desolation Pro** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Dissection Practice {B}

Instant

Target opponent loses 1 life and you gain 1 life.
Up to one target creature gets +1/+1 until end of turn.
Up to one target creature gets -1/-1 until end of turn.

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## Forsaken Miner {B}

Creature -- Skeleton Rogue

This creature can't block.
Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

**2/2**

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## Gollum, Riddle Master {1}{B}

Legendary Creature -- Halfling Horror

As Gollum enters, choose odd or even. (Zero is even.)
Whenever an opponent casts a spell with mana value of the chosen quality, choose one that hasn't been chosen --
* Put a +1/+1 counter on Gollum.
* Each opponent loses 2 life and you gain 2 life.
* Draw a card.

**3/1**

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**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Iridescent Vinelasher {B}

Creature -- Lizard Assassin

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.

**1/2**

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## Lich's Relic (B)

Artifact -- Equipment

When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls.
Equipped creature gets +2/+1.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Equipped creature gets +2/+1.
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## Nighthowl Pursuer (B)

Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
Ferocious -- Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +2/+2 until end of turn.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - lightup3772 - Standard v3 Group D42FE5 (Nighthowl Pursuer, Desolation Pro** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## 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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## Sunset Saboteur {1}{B}

Creature -- Human Rogue

Menace
Ward--Discard a card.
Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.

4/1

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

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## Vraska's Final Mercy {B}{B}

Sorcery

Choose one --
* You lose 2 life. Destroy target creature or planeswalker.
* You lose 2 life. Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

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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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## Elegy Acolyte 2BB

Creature -- Human Cleric

Lifelink
Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token.

[sideboard]

**4/4**

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[sideboard]

**4/4**

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## Karn, Argent Defender 2

Legendary Artifact Creature -- Golem

Artifacts and creatures entering the battlefield don't cause abilities to trigger.

[sideboard]

**1/3**

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[sideboard]

**1/3**

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Artifacts and creatures entering the battlefield don't cause abilities to trigger.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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## Strategic Betrayal {1}{B}

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Timeline Culler {B}{B}

Creature -- Drix Warlock

Haste
You may cast this card from your graveyard using its warp ability.
Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

[sideboard]

**2/2**

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[sideboard]

**2/2**

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