Auntie's Sentence {1}{B}

Sorcery

Choose one --
* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Playtest cards - guunw - Standard ([Turin Sun 09:30] Ultimate Guard Open: Standard) sheet 1/8 - 8 cards - 2.5 x 3.5 in each

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Bloodthirsty Conqueror 3BB

Creature -- Vampire Knight

Flying, deathtouch
Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

5/5

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Enduring Tenacity 2BB

Enchantment Creature -- Snake Glimmer

Whenever you gain life, target opponent loses that much life.
When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

4/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Entropic Battlecruiser 3B

Artifact -- Spacecraft

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 8+.)
1+ | Whenever an opponent discards a card, they lose 3 life.
8+ | Flying, deathtouch
Whenever this Spacecraft attacks, each opponent discards a card. Each opponent who can't loses 3 life.

3/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hullcarver B

Artifact Creature -- Robot Assassin

Deathtouch

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ozai's Cruelty 2B

Sorcery -- Lesson

Ozai's Cruelty deals 2 damage to target player. That player discards two cards.

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Ozai's Cruelty {2}{B}

Sorcery -- Lesson

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rottenmouth Viper {5}{B}

Creature -- Elemental Snake

As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way.
Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.

6/6

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder, Unrelenting {4}{B}

Legendary Creature -- Human Ninja

Sneak {3}{B} (You may cast this spell for {3}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Deathtouch
Whenever Shredder enters or attacks, another target creature you control gains deathtouch until end of turn.

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Playtest cards - guunw - Standard ([Turin Sun 09:30] Ultimate Guard Open: Standard) sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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Tinybones, Bauble Burglar (1)(B)

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

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1/3

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

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