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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

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Demonic Embrace

① B B

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+1, has flying, and is a Demon in addition to its other types.
You may cast this card from your graveyard by paying 3 life and discarding a card in addition to paying its other costs.

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Eliminate

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Destroy target creature or planeswalker with mana value 3 or less.

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Gutterbones

B

Creature -- Skeleton Warrior

This creature enters tapped.
{1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn.

2/1

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Playtest cards - cstr - Standard (Standard Challenge)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutterbones (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to your hand. Activate only during your turn and only if an opponent lost life this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartless Act (1)(B) Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Freebooter (1)(B) Creature -- Human Pirate Flying When this creature enters, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until this creature leaves the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Ebon Legion (B) Creature -- Vampire Knight {2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Ebon Legion (B) Creature -- Vampire Knight {2}{B}: This creature gets +3/+3 and gains deathtouch until end of turn. At the beginning of your end step, if a player lost 4 or more life this turn, put a +1/+1 counter on this creature. (Damage causes loss of life.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotting Regisaur 2B Creature -- Zombie Dinosaur At the beginning of your upkeep, discard a card. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serrated Scorpion B Creature -- Scorpion When this creature dies, it deals 2 damage to each opponent and you gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Serrated Scorpion B Creature -- Scorpion When this creature dies, it deals 2 damage to each opponent and you gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawn of Mayhem 2BB Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawn of Mayhem 2BB Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spawn of Mayhem 2BB Creature -- Demon Spectacle {1}{B}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Flying, trample At the beginning of your upkeep, this creature deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on this creature. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonizing Remorse1B Sorcery Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cry of the Carnarium1BB Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cry of the Carnarium 1BB Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Davriel, Rogue Shadowmage 2B Legendary Planeswalker -- Davriel At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, Davriel deals 2 damage to them. [-1]: Target player discards a card. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drill Bit 2B Sorcery Spectacle {B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Target player reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grasp of Darkness BB Instant Target creature gets -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grasp of Darkness BB Instant Target creature gets -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grasp of Darkness BB Instant Target creature gets -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Noxious Grasp

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Instant

Destroy target creature or planeswalker that's green or white. You gain 1 life.

[sideboard]

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