

Castle Locthwain 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Locthwain 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gifted Aetherborn B B Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifted Aetherborn B B Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gifted Aetherborn B B Creature -- Aetherborn Vampire Deathtouch, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare B Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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4 B

Sacrifice any number of artifacts, enchantments, and/or tokens. Return that many creature cards from your graveyard to the battlefield.

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1 B

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.

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Mutavault

Token Land

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{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
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Nykthos, Shrine to Nyx

Legendary Land

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{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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Overlord of the Balemurk ③③③ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③③③ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③③③ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scourge of the Skyclaves ①③ Creature -- Demon Kicker {4}{B} When you cast this spell, if it was kicked, each player loses half their life, rounded up. Scourge of the Skyclaves's power and toughness are each equal to 20 minus the highest life total among players. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Warlock Class (B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of your end step, if a creature died this turn, each opponent loses 1 life. {1}{B}: Level 2 When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. {6}{B}: Level 3 At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warlock Class (B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of your end step, if a creature died this turn, each opponent loses 1 life. {1}{B}: Level 2 When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. {6}{B}: Level 3 At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warlock Class (B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of your end step, if a creature died this turn, each opponent loses 1 life. {1}{B}: Level 2 When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. {6}{B}: Level 3 At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warlock Class (B) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of your end step, if a creature died this turn, each opponent loses 1 life. {1}{B}: Level 2 When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. {6}{B}: Level 3 At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ulcerate Ⓑ Instant Target creature gets -3/-3 until end of turn. You lose 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withering Torment ②Ⓑ Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withering Torment ②Ⓑ Instant Destroy target creature or enchantment. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	