

Castle Locthwain <hr/> Land <hr/> <p>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.</p>	Castle Locthwain <hr/> Land <hr/> <p>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.</p>	Castle Locthwain <hr/> Land <hr/> <p>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.</p>	Castle Locthwain <hr/> Land <hr/> <p>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.</p>
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Demolition Field <hr/> Land <hr/> <p>{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.</p>	Duress B <hr/> Sorcery <hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p>	Duress B <hr/> Sorcery <hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p>	Extinction Event 3 B <hr/> Sorcery <hr/> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p>
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<div><div><div>Extinction Event</div><div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> Go for the Throat <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hive of the Eye Tyrant </div> <div> Land </div> <div> If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hive of the Eye Tyrant </div> <div> Land </div> <div> If you control two or more other lands, this land enters tapped. {T}: Add {B}. {3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hostile Investigator <div> <div>3</div> <div>B</div> </div> </div> <div> Creature -- Ogre Rogue Detective </div> <div> 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.") </div> <div> <div>4/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Liliana of the Veil <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Liliana of the Veil <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Liliana of the Veil <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Reckoner Bankbuster <div> <div>2</div> </div> </div> <div> Artifact -- Vehicle </div> <div> This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Sunken Citadel</div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunken Citadel</div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Waste Not</div><div>①B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Waste Not</div><div>①B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Waste Not</div><div>①B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Waste Not</div><div>①B</div></div><div>Enchantment</div><div>Whenever an opponent discards a creature card, create a 2/2 black Zombie creature token. Whenever an opponent discards a land card, add {B}{B}. Whenever an opponent discards a noncreature, nonland card, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Knight of Dusk's Shadow <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	
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