

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B B

**Bargain** (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

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## Bloodstained Mire

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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## Blooming Marsh

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Culling Ritual</div><div>Sorcery</div><div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Dark Ritual</div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            |

**B**

Add  $\{B\}\{B\}\{B\}$ .

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**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Search your library for a card, put that card into your hand, then shuffle.

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2 W W

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

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**B B B**

Skip your draw step.  
Whenever you discard a card, exile that card from your graveyard.  
Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

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1 B

Flash  
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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## ①

Flying

0/2

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## ①

Flying

0/2

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## ①

Flying

0/2

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| <div> <div>Ornithopter</div> <div>Artifact Creature -- Thopter</div> <div>Flying</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                          | <div> <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Phyrexian Tower</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                               | <div> <div>Phyrexian Tower</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                          |
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| <div><div><div>Shambling Ghast</div><div>Ⓑ</div></div><div>Creature -- Zombie</div><div>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shambling Ghast</div><div>Ⓑ</div></div><div>Creature -- Zombie</div><div>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shambling Ghast</div><div>Ⓑ</div></div><div>Creature -- Zombie</div><div>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Springleaf Drum</div><div>①</div></div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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## Tendrils of Agony (2)(B)(B)

## Sorcery

Target player loses 2 life and you gain 2 life.  
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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Storm (when you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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## Underground Mortuary

Land -- Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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## Underworld Breach <sup>①</sup> <sup>®</sup>

## Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)

At the beginning of the end step, sacrifice this enchantment.

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## Vault of Whispers

Artifact Land

$$\{T\}: \text{Add } \{B\}.$$

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You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

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Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sidebar]

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Whenever an opponent casts a spell,  
if no mana was spent to cast it,  
counter that spell.  
Sacrifice Boromir: Creatures you  
control gain indestructible until  
end of turn. The Ring tempts you.

[sidebar]

3/3

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{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

[sidebar]

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Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sidebar]

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2 B B

Destroy all creatures. They can't be regenerated.

[sidebar]

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②

Each spell costs {3} more to cast  
except during its controller's turn.

[sidebar]

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**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

[sideboard]

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W U

Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

[sidebar]

2/2

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U U

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

[sidebar]

1/3

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④

**Indestructible**  
When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.

**{T}**: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

[sidebar]

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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| <div><div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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