

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

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Land

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

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Land -- Swamp Mountain

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Blood Crypt

Land -- Swamp Mountain

(**{T}**: Add **{B}** or **{R}**.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Bloodghast

BB

Creature -- Vampire Spirit

This creature can't block.
This creature has haste as long as
an opponent has 10 or less life.
Landfall -- Whenever a land you
control enters, you may return this
card from your graveyard to the
battlefield.

2/1

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(B)(B)

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Bloodstained Mire

Land

{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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B

Target creature gets -1/-1 until end of turn.

Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

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Target creature gets -1/-1 until end of turn.

Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

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④ ⑤

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.

{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.

Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)

0/0

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Golgari Grave-Troll (4)(G) Creature -- Troll Skeleton This creature enters with a +1/+1 counter on it for each creature card in your graveyard. {1}, Remove a +1/+1 counter from this creature: Regenerate this creature. Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Grave-Troll (4)(G) Creature -- Troll Skeleton This creature enters with a +1/+1 counter on it for each creature card in your graveyard. {1}, Remove a +1/+1 counter from this creature: Regenerate this creature. Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravecrawler (B) Creature -- Zombie This creature can't block. You may cast this card from your graveyard as long as you control a Zombie. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravecrawler (B) Creature -- Zombie This creature can't block. You may cast this card from your graveyard as long as you control a Zombie. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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6 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

5/5

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Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

5/5

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B G

Trample
Discard a creature card: Put a +1/+1 counter on this creature.
{B}: Regenerate this creature.

2/1

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Murderous Cut

4 B

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Destroy target creature.

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Overgrown Tomb

Land -- Swamp Forest

((T): Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Satyr Wayfinder

① ⑥

Creature -- Satyr

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

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Satyr Wayfinder

① ② G

Creature -- Satyr

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

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Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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Tasigur, the Golden Fang (5)(B)

Legendary Creature -- Human Shaman

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

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2GG

Creature -- Elemental

Haste
Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield.

4/3

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You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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[sideboard]

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B G

Choose one --

- * All creatures get -1/-1 until end of turn.
- * Destroy target enchantment.
- * Regenerate each creature you control.

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[sidebar]
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B G

Choose one --

- * All creatures get -1/-1 until end of turn.
- * Destroy target enchantment.
- * Regenerate each creature you control.

[sidebar]

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BR

Choose one --

- * Exile target player's graveyard.
- * Destroy target artifact.
- * Each creature deals 1 damage to its controller.

[sidebar]

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(B)(R)

Choose one --

- * Exile target player's graveyard.
- * Destroy target artifact.
- * Each creature deals 1 damage to its controller.

[sideboard]

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2 B R

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

[sidebar]

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[sidebar]

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