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Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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3 B

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1 B B B

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(2/B) (2/B) (2/B)

($\{2/B\}$ can be paid with any two mana or with $\{B\}$. This card's mana value is 6.)

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B

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Land

{2}, {T}: Add {B} for each Swamp you control.

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Instant

Add $\{B\}\{B\}\{B\}$.
Threshold -- Add $\{B\}\{B\}\{B\}\{B\}\{B\}$
instead if there are seven or more
cards in your graveyard.

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Land
{T}: Add {C}.
{3}, {T}: Add {B} for each basic
Swamp you control.

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Sorcery

Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If an instant card or a card with flash is exiled this way, they lose 1 life. Otherwise, you lose 1 life.

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Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--**{3}{B}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
- * Target creature gets -2/-2 until end of turn.
- * Target opponent loses 2 life and you gain 2 life.

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Instant
Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control.

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Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)

Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.

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Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damnation 2BB Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Petition 3BB Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dead of Winter 2B Sorcery All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defense Grid 2 Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defile B Instant Target creature gets -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Tutor 1B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dimir Machinations 2B Sorcery Look at the top three cards of target player's library. Exile any number of those cards, then put the rest back in any order. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dread Fugue B Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B 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 PLAY botbox.dev	Force of Despair 1BB Instant If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief 2BB Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

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① B

Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

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BB

Target player discards two cards at random.

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(B)

Each player sacrifices a creature of their choice.

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(B)

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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B

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Spree (Choose one or more additional
costs.)
+ {2} -- Search your library for a
card, then shuffle and put that card
on top.
+ {B}{B} -- Target player draws
three cards and loses 3 life.
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Black spells you cast cost {1} less to cast.

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If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.

{T}: Add {B}.

{T}, Sacrifice a Swamp: Add {B}{B}{B}{B}.

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Long Goodbye 1 B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Wretched Sorrow X B Instant As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way. March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind Twist X B Sorcery Target player discards X cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Necropotence B B B Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Night's Whisper 1 B Sorcery You draw two cards and lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters 1 B Creature -- Orc Archer 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/1

Profane Tutor

Sorcery

Suspend 2-- $\{1\}\{B\}$ (Rather than cast this card from your hand, pay $\{1\}\{B\}$ and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

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Relic of Legends ③

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature
you control: Add one mana of any
color.

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Sheoldred's Edict ①Ⓑ

Instant

Choose one --

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

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Shred Memory (1)(B)

Instant

Exile up to four target cards from a single graveyard.

Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

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Sign in Blood (B)(B)

Sorcery

Target player draws two cards and loses 2 life.

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Snow-Covered Swamp

Basic Snow Land -- Swamp

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

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Snow-Covered Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Sibsig Ceremony (B)(B)(B) Legendary Enchantment Creature spells you cast cost {2} less to cast. Whenever a creature you control enters, if you cast it, destroy that creature, then create a 2/2 black Zombie Druid creature token.	Thought Distortion (4)(B)(B) Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.	Toxic Deluge (2)(B) Sorcery As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.
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Unmask (3)(B) Sorcery You may exile a black card from your hand rather than pay this spell's mana cost. Target player reveals their hand. You choose a nonland card from it. That player discards that card.	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types.	Urza's Cave Land -- Urza's Cave {T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.	Urza's Incubator (3) Artifact As this artifact enters, choose a creature type. Creature spells of the chosen type cost {2} less to cast.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Moon 2 Artifact Players can't untap more than one nonbasic land during their untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wishclaw Talisman 1B Artifact This artifact enters with three wish counters on it. {1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yawgmoth's Will 2B Sorcery Until end of turn, you may play lands and cast spells from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acererak the Archlich 2B Legendary Creature -- Zombie Wizard When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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