Enter the Dungeon



Sorcery

Players play a *Magic* subgame under the table, starting at 5 life and using their libraries as their decks. The winner searches their library for two cards, puts those cards into their hand, then shuffles their library.

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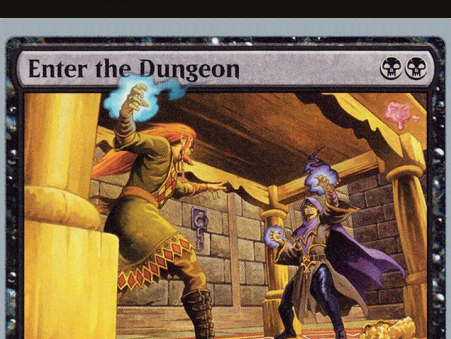
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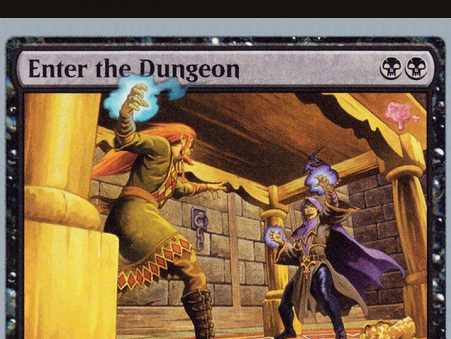
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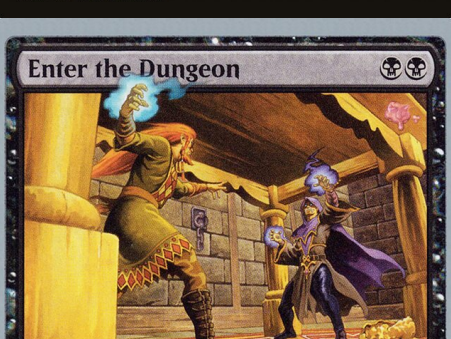
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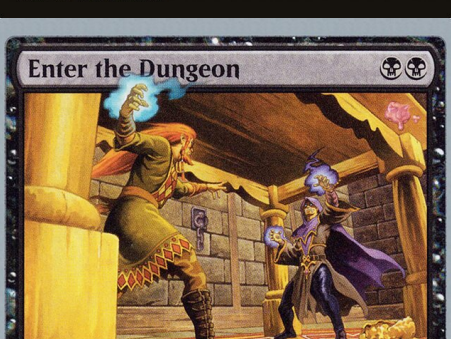
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