## Bazaar of Baghdad

Land

{T}: Draw two cards, then discard three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Chalice of the Void {X}{X}

Artifact

This artifact enters with X charge counters on it.
Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Creeping Chill {3}{B}

Sorcery

Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.

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**Playtest cards - Lollopollo2001 - Vintage v3 Group 381EEC (Prized Amalgam, Shambling Shell** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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## Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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## Force of Will — 3UU

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Grave-Troll — 4G

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 Thug — 1B

Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Thug — 1B

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When this creature dies, put target creature card from your graveyard on top of your library.
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**1/1**

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

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## Grief {2}{B}{B}

Creature -- Elemental Incarnation

Menace
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Evoke--Exile a black card from your hand.

**3/2**

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## Hollow One {5}

Artifact Creature -- Golem

This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

**4/4**

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**4/4**

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## Ichorid {3}{B}

Creature -- Horror

Haste
At the beginning of the end step, sacrifice this creature.
At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.

**3/1**

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**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Misstep {UP}

Instant

({U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Narcomoeba {1}{U}

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/1**

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## Noxious Revival {GP}

Instant

({G/P} can be paid with either {G} or 2 life.)
Put target card from a graveyard on top of its owner's library.

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## Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prized Amalgam {1}{U}{B}

Creature -- Zombie

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Lollopollo2001 - Vintage v3 Group 381EEC (Prized Amalgam, Shambling Shell** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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**Serum Powder** 3

Artifact

{T}: Add {C}.
Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Shambling Shell** 1BG

Creature -- Plant Zombie

Sacrifice this creature: Put a +1/+1 counter on target creature.
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.)

3/1

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## Stinkweed Imp (2)(B)

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

**1/2**

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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Force of Vigor (2)(G)(G)

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.
Destroy up to two target artifacts and/or enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Petrified Hamlet

Land

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Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sickening Shoal {X}{B}{B}

Instant -- Arcane

You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.
Target creature gets -X/-X until end of turn.

[sideboard]

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