

<div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Bridge from Below (B)(B)(B)</div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token. When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bridge from Below (B)(B)(B)</div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token. When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cabal Therapy (B)</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cabal Therapy (B)</div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

⊗ ⊗

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.

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3 B

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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① ② ③

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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① ② ③

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

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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3 U U

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

3 U U

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

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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

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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① ⑧

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

① ⑧

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

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Grief (2)(B)(B) 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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) 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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) 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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) 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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TiltedHawkeye - Vintage (Vintage League)

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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 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. 1/1 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	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	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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<div> <div>Narcomoeba</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Illusion</div> <div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <div> <div>{G/P} can be paid with either {G} or 2 life.)</div> <div>Put target card from a graveyard on top of its owner's library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <div> <div>{G/P} can be paid with either {G} or 2 life.)</div> <div>Put target card from a graveyard on top of its owner's library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <div> <div>{G/P} can be paid with either {G} or 2 life.)</div> <div>Put target card from a graveyard on top of its owner's library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Prized Amalgam</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>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.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Prized Amalgam</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>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.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Prized Amalgam</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>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.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Prized Amalgam</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>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.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Serum Powder</div> <div>3</div> </div> <div>Artifact</div> <div> {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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serum Powder</div> <div>3</div> </div> <div>Artifact</div> <div> {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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serum Powder</div> <div>3</div> </div> <div>Artifact</div> <div> {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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serum Powder</div> <div>3</div> </div> <div>Artifact</div> <div> {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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Shambling Shell</div> <div>1B6</div> </div> <div>Creature -- Plant Zombie</div> <div> 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.) </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Shambling Shell</div> <div>1B6</div> </div> <div>Creature -- Plant Zombie</div> <div> 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.) </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Shambling Shell</div> <div>1B6</div> </div> <div>Creature -- Plant Zombie</div> <div> 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.) </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Shambling Shell</div> <div>1B6</div> </div> <div>Creature -- Plant Zombie</div> <div> 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.) </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Stinkweed Imp (2)(B) Creature -- Imp <hr/> 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.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stinkweed Imp (2)(B) Creature -- Imp <hr/> 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.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stinkweed Imp (2)(B) Creature -- Imp <hr/> 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.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Stinkweed Imp (2)(B) Creature -- Imp <hr/> 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.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Flare of Malice (2)(B)(B) Instant <hr/> You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Flare of Malice (2)(B)(B) Instant <hr/> You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Vigor (2)(G)(G) Instant <hr/> 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. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Vigor (2)(G)(G) Instant <hr/> 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. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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Strip Mine

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land.
```

[sideboard]

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Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

[sideboard]

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Waste land

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

```
[sideboard]
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