

<div><div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bazaar of Baghdad</div><div>Land</div><div>{T}: Draw two cards, then discard three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Chalice of the Void</div><div>Artifact</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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Creeping Chill</div><div>Sorcery</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Creeping Chill</div><div>Sorcery</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Creeping Chill</div><div>Sorcery</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Creeping Chill (3)(B) <hr/> Sorcery <hr/> <p>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.</p>	Force of Negation (1)(U)(U) <hr/> Instant <hr/> <p>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.</p>	Force of Negation (1)(U)(U) <hr/> Instant <hr/> <p>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.</p>	Force of Vigor (2)(G)(G) <hr/> Instant <hr/> <p>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.</p>
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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.

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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.

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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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① ② B

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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① ②

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

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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

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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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2 B B

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

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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. 3/2 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. 3/2 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. 3/2 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.) 4/4 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.) 4/4 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.) 4/4 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.) 4/4 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 <hr/> 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. <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Ichorid 3 B Creature -- Horror <hr/> 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. <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Ichorid 3 B Creature -- Horror <hr/> 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. <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Mental Misstep UP Instant <hr/> ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Narcomoeba 1 U Creature -- Illusion <hr/> Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Narcomoeba 1 U Creature -- Illusion <hr/> Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Narcomoeba 1 U Creature -- Illusion <hr/> Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Narcomoeba 1 U Creature -- Illusion <hr/> Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Noxious Revival <div>GP</div> </div> <div> Instant <p>{G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Noxious Revival <div>GP</div> </div> <div> Instant <p>{G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Prized Amalgam <div>1UB</div> </div> <div> Creature -- Zombie <p>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.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Prized Amalgam <div>1UB</div> </div> <div> Creature -- Zombie <p>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.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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1 B G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

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

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

3/1

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2 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.

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1/2

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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.

[sideboard]

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2GG

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.

[sidebar]

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2 B B

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.

[sidebar]

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2 B B

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]

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<div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Noxious Revival (GP)</div> <div>Instant</div> <div>([G/P] can be paid with either [G] or 2 life.) Put target card from a graveyard on top of its owner's library.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sickening Shoal (X)(B)(B)</div> <div>Instant -- Arcane</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sickening Shoal (X)(B)(B)</div> <div>Instant -- Arcane</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sickening Shoal (X)(B)(B)</div> <div>Instant -- Arcane</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sickening Shoal (X)(B)(B)</div> <div>Instant -- Arcane</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Strip Mine</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

Land

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