

<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 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>
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3 U U

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

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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
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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> <div>Noxious Revival</div> <div>GP</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Noxious Revival</div> <div>GP</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Noxious Revival</div> <div>GP</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Noxious Revival</div> <div>GP</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) <div>1/2</div> 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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<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>	<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>	<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>	<div><div>Ravenous Trap (2)(B)(B)</div><div>Instant -- Trap</div><div>If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost. Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Wasteland

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

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]
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