

Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Creeping Chill 3B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Creeping Chill 3B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Creeping Chill 3B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Creeping Chill 3B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Force of Negation ①④④ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation ①④④ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation ①④④ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation ①④④ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Will ③④④ 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 PLAYbotbox.dev	Force of Will ③④④ 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 PLAYbotbox.dev	Force of Will ③④④ 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 PLAYbotbox.dev	Force of Will ③④④ 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 PLAYbotbox.dev

Golgari Grave-Troll (4)(G) 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 (1)(B) 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 (1)(B) 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 (1)(B) 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
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	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

5

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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5

This spell costs {2} less to cast
for each card you've cycled or
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Draw a card.)

4/4

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⑤

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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3 B

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

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UP

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

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2 U U

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.

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① ②

Flying

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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1/1

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①②

Flying

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 5/10 - 8 cards - 2.5 x 3.5 in each

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Prized Amalgam 1UB 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 PLAYbotbox.dev	Prized Amalgam 1UB 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 PLAYbotbox.dev	Prized Amalgam 1UB 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 PLAYbotbox.dev	Prized Amalgam 1UB 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 PLAYbotbox.dev

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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shambling Shell 1B6 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Shell 1B6 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Shell 1B6 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Shell 1B6 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 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.) 1/2 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.) 1/2 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.) 1/2 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.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. [sideboard] 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	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	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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X B B

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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