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| <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>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodghast</div><div><div>B</div><div>B</div></div><div>Creature -- Vampire Spirit</div><div>This creature can't block.<br/>This creature has haste as long as an opponent has 10 or less life.<br/>Landfall -- Whenever a land you control enters, you may return this card from your graveyard to the battlefield.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><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.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><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.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><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.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><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.<br/>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Cabal Therapy</div><div><div>B</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                     | <div><div><div>Cabal Therapy</div><div><div>B</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                     | <div><div><div>Cabal Therapy</div><div><div>B</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                     | <div><div><div>Cabal Therapy</div><div><div>B</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                     |

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| <div><div>Dakmor Salvage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B}.</p><p>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Dakmor Salvage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B}.</p><p>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Dakmor Salvage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B}.</p><p>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Dakmor Salvage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B}.</p><p>Dredge 2 (If you would draw a card, you may mill two cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |
| <div><div>Dread Return</div><div>2BB</div><div>Sorcery</div><div><p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dread Return</div><div>2BB</div><div>Sorcery</div><div><p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dread Return</div><div>2BB</div><div>Sorcery</div><div><p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dread Return</div><div>2BB</div><div>Sorcery</div><div><p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Flame-Kin Zealot</div><div><div>1</div><div>R</div><div>R</div><div>W</div></div></div> <div><div>Creature -- Elemental Berserker</div><div>When this creature enters, creatures you control get +1/+1 and gain haste until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div>Golgari Grave-Troll</div><div><div>4</div><div>G</div></div></div> <div><div>Creature -- Troll Skeleton</div><div>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.<br/>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.<br/>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.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Golgari Thug</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Human Warrior</div><div>When this creature dies, put target creature card from your graveyard on top of your library.<br/>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Golgari Thug</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Human Warrior</div><div>When this creature dies, put target creature card from your graveyard on top of your library.<br/>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br>Evoke--Exile a black card from your hand.<br>3/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                 | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br>Evoke--Exile a black card from your hand.<br>3/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                 | <b>Griselbrand</b> (4)(B)(B)(B)(B)<br>Legendary Creature -- Demon<br>Flying, lifelink<br>Pay 7 life: Draw seven cards.<br>7/7<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                  | <b>Ichorid</b> (3)(B)<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>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.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Ichorid</b> (3)(B)<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>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.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ichorid</b> (3)(B)<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>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.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ichorid</b> (3)(B)<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>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.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                         |

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| <div><div><div>Narcomoeba</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Illusion</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Narcomoeba</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Illusion</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Narcomoeba</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Illusion</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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Noxious Revival</div><div><div>GP</div></div></div><div><div>Instant</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><div><div>Noxious Revival</div><div><div>GP</div></div></div><div><div>Instant</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><div><div>Noxious Revival</div><div><div>GP</div></div></div><div><div>Instant</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><div><div>Noxious Revival</div><div><div>GP</div></div></div><div><div>Instant</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><div><div>Serum Powder</div><div><div>3</div></div></div><div><div>Artifact</div><div>{T}: Add {C}.</div><div>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> |

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| <div>Serum Powder3</div> <div>Artifact</div> <div>{T}: Add {C}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Serum Powder3</div> <div>Artifact</div> <div>{T}: Add {C}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Serum Powder3</div> <div>Artifact</div> <div>{T}: Add {C}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Shambling Shell1B6</div> <div>Creature -- Plant Zombie</div> <div>Sacrifice this creature: Put a +1/+1 counter on target creature.<br/>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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               |
| <div>Shambling Shell1B6</div> <div>Creature -- Plant Zombie</div> <div>Sacrifice this creature: Put a +1/+1 counter on target creature.<br/>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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shambling Shell1B6</div> <div>Creature -- Plant Zombie</div> <div>Sacrifice this creature: Put a +1/+1 counter on target creature.<br/>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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shambling Shell1B6</div> <div>Creature -- Plant Zombie</div> <div>Sacrifice this creature: Put a +1/+1 counter on target creature.<br/>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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Stinkweed Imp2B</div> <div>Creature -- Imp</div> <div>Flying<br/>Whenever this creature deals combat damage to a creature, destroy that creature.<br/>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> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>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><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>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><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Imp</div><div>Flying</div><div>Whenever this creature deals combat damage to a creature, destroy that creature.</div><div>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><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thassa's Oracle</div><div><div>U</div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)</div><div>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)</div><div>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)</div><div>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div> <div><div>Instant</div><div>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><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |

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**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**G**

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[sideboard]

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**G**

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[sideboard]

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