

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
Chalice of the Void 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Creeping Chill 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 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 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 (3)(B) 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.	Force of Negation (1)(U)(U) 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.	Force of Will (3)(U)(U) 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.	Force of Will (3)(U)(U) 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.
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Force of Will (3)(U)(U) 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.	Force of Will (3)(U)(U) 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.	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	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
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Ichorid 3B 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 PLAYbotbox.dev
Ichorid 3B 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 PLAYbotbox.dev	Ichorid 3B 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 PLAYbotbox.dev	Ichorid 3B 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 PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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
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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Prized Amalgam (1)(U)(B) 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 PLAY botbox.dev	Prized Amalgam (1)(U)(B) 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 PLAY botbox.dev	Prized Amalgam (1)(U)(B) 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 PLAY botbox.dev	Prized Amalgam (1)(U)(B) 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 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	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 ①②③ 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 PLAYbotbox.dev	Shambling Shell ①②③ 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 PLAYbotbox.dev	Shambling Shell ①②③ 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 PLAYbotbox.dev	Shambling Shell ①②③ 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 PLAYbotbox.dev
Silversmote Ghoul ②③ Creature -- Zombie Vampire 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 PLAYbotbox.dev	Silversmote Ghoul ②③ Creature -- Zombie Vampire 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 PLAYbotbox.dev	Silversmote Ghoul ②③ Creature -- Zombie Vampire 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 PLAYbotbox.dev	Silversmote Ghoul ②③ Creature -- Zombie Vampire 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 PLAYbotbox.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
Force of Negation (1)(U)(U) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation (1)(U)(U) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation (1)(U)(U) 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. [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 2GG 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 PLAYbotbox.dev	Force of Vigor 2GG 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 PLAYbotbox.dev	Force of Vigor 2GG 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 PLAYbotbox.dev	Leyline of the Void 2BB 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sickening Shoal X B B Instant -- Arcane 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sickening Shoal X B B Instant -- Arcane 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sickening Shoal X B B Instant -- Arcane 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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Playtest cards - blackdecks99 - Vintage (Vintage Challenge 32)

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