

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 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 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.
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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 G

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.)

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1 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.)

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① B

When this creature dies, put target creature card from your graveyard on top of your library.
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1/1

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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.
Evoked-Exile a black card from your hand.

3/2

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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	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
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GP

{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

1 U B

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

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① ② ③

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

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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

① ② ③

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

③

{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.)

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{T}: Add {C}.

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Serum Powder 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.) 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Shell 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 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 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
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Stinkweed Imp ②②B 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 PLAYbotbox.dev	Stinkweed Imp ②②B 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 PLAYbotbox.dev	Stinkweed Imp ②②B 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 PLAYbotbox.dev	Stinkweed Imp ②②B 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 PLAYbotbox.dev
Force of Vigor ②⑥⑥ 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 ②⑥⑥ 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 ②⑥⑥ 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 ②⑥⑥ 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 (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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mindbreak Trap (2)(U)(U) Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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