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| <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>Bridge from Below</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bridge from Below</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bridge from Below</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bridge from Below</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Cabal Therapy</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Cabal Therapy</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                    | <div> <b>Cabal Therapy</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Cabal Therapy</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Chalice of the Void</b> <span>(X)(X)</span> </div> <div> Artifact </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                | <div> <b>Dragonlord Kolaghan</b> <span>(4)(B)(R)</span> </div> <div> Legendary Creature -- Elder Dragon </div> <div> <p>Flying, haste<br/>Other creatures you control have haste.<br/>Whenever an opponent casts a creature or planeswalker spell with the same name as a card in their graveyard, that player loses 10 life.</p> </div> <div> <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dread Return</b> <span>(2)(B)(B)</span> </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 PLAY botbox.dev </div>                       | <div> <b>Dread Return</b> <span>(2)(B)(B)</span> </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 PLAY botbox.dev </div>                       |

2 B B

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.)

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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><div>3/2</div> 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><div>3/2</div> 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><div>7/7</div> 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><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |
| <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hollow One</b> (5)<br>Artifact Creature -- Golem<br>This spell costs {2} less to cast for each card you've cycled or discarded this turn.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - ruzapyea - Vintage (Vintage League)

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 4/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                      |
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| <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>Mental Misstep</b> (UP)<br>Instant<br>({U/P} can be paid with either {U} or 2 life.)<br>Counter target spell with mana value 1.<br>1/1<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                                                                                                                                                         | <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                                                                                                                                                         | <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>Narcomoeba</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Illusion</div> <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> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                     | <div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                     | <div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                  |
| <div> <div>Noxious Revival</div> <div> <div>GP</div> </div> </div> <div> <div>Instant</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                           | <div> <div>Poxwalkers</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>Deathtouch</div> <div>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Poxwalkers</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <div>Deathtouch</div> <div>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Serum Powder</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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.)

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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

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

① ② ③

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

① B G

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

① ② ③

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

2 B

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

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| <div><div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div><div>Creature -- Imp</div><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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div><div>Creature -- Imp</div><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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stinkweed Imp</div><div><div>2</div><div>B</div></div></div><div>Creature -- Imp</div><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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thassa's Oracle</div><div><div>U</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><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><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                |

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| <div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div><div>Ravenous Trap</div><div><div>2</div><div>B</div><div>B</div></div></div><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.<br/>Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ravenous Trap</div><div><div>2</div><div>B</div><div>B</div></div></div><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.<br/>Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <div> <div>Sickening Shoal</div> <div> <div>X</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant -- Arcane</div> <div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spinning Darkness</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spinning Darkness</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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