Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archghoul of Thraben {2}{B}

Creature -- Zombie Cleric

Whenever this creature or another Zombie you control dies, look at the top card of your library. If it's a Zombie card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Army of the Damned {5}{B}{B}{B}

Sorcery

Create thirteen tapped 2/2 black Zombie creature tokens.
Flashback {7}{B}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aven Eternal {2}{U}

Creature -- Zombie Bird Warrior

Flying
When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bladestitched Skaab {U}{B}

Creature -- Zombie Soldier

Other Zombies you control get +1/+0.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleeding Edge {1}{B}{B}

Sorcery

Up to one target creature gets -2/-2 until end of turn. Amass Zombies 2. (Put two +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodline Pretender {3}

Artifact Creature -- Shapeshifter

Changeling (This card is every creature type.)
As this creature enters, choose a creature type.
Whenever another creature you control of the chosen type enters, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood on the Snow {4}{B}{B}

Snow Sorcery

Choose one --
* Destroy all creatures.
* Destroy all planeswalkers.
Then return a creature or planeswalker card with mana value X or less from your graveyard to the battlefield, where X is the amount of {S} spent to cast this spell. ({S} is mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Aelion - Duel Commander (Open Qualifier CaverneDuGobelin) sheet 1/14 - 8 cards - 2.5 x 3.5 in each

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.

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callous Dismissal {1}{U}

Sorcery

Return target nonland permanent to its owner's hand.
Amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Perished {B}

Creature -- Zombie

Whenever another Zombie you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choked Estuary

Land

As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coat of Arms {5}

Artifact

Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. (For example, if two Goblin Warriors and a Goblin Shaman are on the battlefield, each gets +2/+2.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Aquifer

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Crippling Fear {2}{B}{B}

Sorcery

Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crow of Dark Tidings {2}{B}

Creature -- Zombie Bird

Flying
When this creature enters or dies, mill two cards. (Put the top two cards of your library into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death Baron {1}{B}{B}

Creature -- Zombie Wizard

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death-Priest of Myrkul {2}{B}{B}

Creature -- Tiefling Cleric

Skeletons, Vampires, and Zombies you control get +1/+1.
At the beginning of your end step, if a creature died this turn, you may pay {1}. If you do, create a 1/1 black Skeleton creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dimir Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diregraf Captain {1}{U}{B}

Creature -- Zombie Soldier

Deathtouch
Other Zombie creatures you control get +1/+1.
Whenever another Zombie you control dies, target opponent loses 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diregraf Colossus {2}{B}

Creature -- Zombie Giant

This creature enters with a +1/+1 counter on it for each Zombie card in your graveyard.
Whenever you cast a Zombie spell, create a tapped 2/2 black Zombie creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diregraf Ghoul {B}

Creature -- Zombie

This creature enters tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dismal Backwater

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Distant Melody {3}{U}

Sorcery

Choose a creature type. Draw a card for each permanent you control of that type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drownyard Amalgam {4}{U}

Creature -- Zombie Horror

When this creature enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)
{2}{U}: This creature can't be blocked this turn.

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drunau Corpse Trawler {3}{U}

Creature -- Zombie

When this creature enters, create a 2/2 black Zombie creature token.
{2}{B}: Target Zombie gains deathtouch until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endless Ranks of the Dead {2}{B}{B}

Enchantment

At the beginning of your upkeep, create X 2/2 black Zombie creature tokens, where X is half the number of Zombies you control, rounded down.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eternal Skylord {4}{U}

Creature -- Zombie Wizard

When this creature enters, amass Zombies 2. (Put two +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)
Zombie tokens you control have flying.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell Stinger {2}{B}

Creature -- Zombie Scorpion

Deathtouch
Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, target player draws two cards and loses 2 life.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fleshbag Marauder {2}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a creature of their choice.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gempalm Polluter {5}{B}

Creature -- Zombie

Cycling {B}{B} ({B}{B}, Discard this card: Draw a card.)
When you cycle this card, you may have target player lose life equal to the number of Zombies on the battlefield.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geralf, Visionary Stitcher {2}{U}

Legendary Creature -- Human Wizard

Zombies you control have flying.
{U}, {T}, Sacrifice another nontoken creature: Create an X/X blue Zombie creature token, where X is the sacrificed creature's toughness.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghoulcaller Gisa {3}{B}{B}

Legendary Creature -- Human Wizard

{B}, {T}, Sacrifice another creature: Create X 2/2 black Zombie creature tokens, where X is the sacrificed creature's power.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghoulraiser {1}{B}{B}

Creature -- Zombie

When this creature enters, return a Zombie card at random from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gisa and Geralf {2}{U}{B}

Legendary Creature -- Human Wizard

When Gisa and Geralf enters, mill four cards.
Once during each of your turns, you may cast a Zombie creature spell from your graveyard.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Overseer {1}{U}{B}

Creature -- Zombie Wizard

When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)
Zombie tokens you control have hexproof and menace.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grave Titan {4}{B}{B}

Creature -- Giant

Deathtouch
Whenever this creature enters or attacks, create two 2/2 black Zombie creature tokens.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gray Merchant of Asphodel {3}{B}{B}

Creature -- Zombie

When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grimgrin, Corpse-Born {3}{U}{B}

Legendary Creature -- Zombie Warrior

Grimgrin enters tapped and doesn't untap during your untap step.
Sacrifice another creature: Untap Grimgrin and put a +1/+1 counter on it.
Whenever Grimgrin attacks, destroy target creature defending player controls, then put a +1/+1 counter on Grimgrin.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Halo-Charged Skaab {4}{U}

Creature -- Zombie

When this creature enters, each player mills two cards. Then you may put an instant, sorcery, or battle card from your graveyard on top of your library. (To mill two cards, a player puts the top two cards of their library into their graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Headless Rider {2}{B}

Creature -- Zombie

Whenever this creature or another nontoken Zombie you control dies, create a 2/2 black Zombie creature token.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald of the Dreadhorde {3}{B}

Creature -- Zombie Warrior

When this creature dies, amass Zombies 2. (Put two +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald's Horn {3}

Artifact

As this artifact enters, choose a creature type.
Creature spells you cast of the chosen type cost {1} less to cast.
At the beginning of your upkeep, look at the top card of your library. If it's a creature card of the chosen type, you may reveal it and put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Tunnel

Snow Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icon of Ancestry {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{3}, {T}: Look at the top three cards of your library. You may reveal a creature card of the chosen type from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lazotep Reaver {1}{B}

Creature -- Zombie Beast

When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich Lord of Unx {1}{U}{B}

Creature -- Zombie Wizard

{U}{B}, {T}: Create a 1/1 blue and black Zombie Wizard creature token.
{U}{U}{B}{B}: Target player loses X life and mills X cards, where X is the number of Zombies you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana's Devotee {2}{B}

Creature -- Human Warlock

Zombies you control get +1/+0.
At the beginning of your end step, if a creature died this turn, you may pay {1}{B}. If you do, create a 2/2 black Zombie creature token.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord of the Accursed {2}{B}

Creature -- Zombie

Other Zombies you control get +1/+1.
{1}{B}, {T}: All Zombies gain menace until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maestros Theater

Land

When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindleech Ghoul {1}{B}

Creature -- Zombie

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, each opponent exiles a card from their hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone {2}

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mire Triton {1}{B}

Creature -- Zombie Merfolk

Deathtouch
When this creature enters, mill two cards and you gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Necroduality {3}{U}

Enchantment

Whenever a nontoken Zombie you control enters, create a token that's a copy of that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obscura Storefront

Land

When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflections of Littjara {4}{U}

Enchantment

As this enchantment enters, choose a creature type.
Whenever you cast a spell of the chosen type, copy that spell. (A copy of a permanent spell becomes a token.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast {B}

Creature -- Zombie

When this creature dies, choose one --
* Target creature an opponent controls gets -1/-1 until end of turn.
* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum (4)

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stitcher's Supplier (B)

Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Submerged Boneyard

Land

This land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Scarab God {3}{U}{B}

Legendary Creature -- God

At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.
{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.
When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Isle

Land

This land enters tapped. As it enters, choose a color other than blue.
{T}: Add {U} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Moor

Land

This land enters tapped. As it enters, choose a color other than black.
{T}: Add {B} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomebound Lich {1}{U}{B}

Creature -- Zombie Wizard

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Whenever this creature enters or deals combat damage to a player, draw a card, then discard a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undead Augur {B}{B}

Creature -- Zombie Wizard

Whenever this creature or another Zombie you control dies, you draw a card and lose 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanquisher's Banner {5}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
Whenever you cast a creature spell of the chosen type, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vile Entomber {2}{B}{B}

Creature -- Zombie Warlock

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
When this creature enters, search your library for a card, put that card into your graveyard, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterfront District

Land

This land enters tapped.
{T}: Add {U} or {B}.
{2}{U}{B}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wayfarer's Bauble {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombify {3}{B}

Sorcery

Return target creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zulaport Cutthroat {1}{B}

Creature -- Human Rogue Ally

Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zul Ashur, Lich Lord {1}{B}

Legendary Creature -- Zombie Warlock

Ward--Pay 2 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2 life.)
{T}: You may cast target Zombie creature card from your graveyard this turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alchemist's Assistant {1}{B}

Creature -- Monkey

Lifelink
Renew -- {1}{B}, Exile this card from your graveyard: Put a lifelink counter on target creature. Activate only as a sorcery.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Comet Crawler {2}{B}

Creature -- Insect Horror

Lifelink
Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delta Bloodflies {1}{B}

Creature -- Insect

Flying
Whenever this creature attacks, if you control a creature with a counter on it, each opponent loses 1 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Archivist {1}{U}{U}

Creature -- Vedalken Wizard

{U}, {T}: Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Last Gasp {1}{B}

Instant

Target creature gets -3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightless Evangel {1}{B}

Creature -- Vampire Cleric

Whenever you sacrifice another creature or artifact, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of the Feast {1}{B}{B}

Enchantment Creature -- Demon

Flying
At the beginning of your upkeep, each opponent draws a card.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sibsig Appraiser {2}{U}

Creature -- Zombie Advisor

When this creature enters, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

[sideboard]

2/1

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.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbury {1}{B}

Instant

Choose one --
* Return target creature card from your graveyard to your hand.
* Return two target creature cards that share a creature type from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Aelion - Duel Commander (Open Qualifier CaverneDuGobelin) sheet 14/14 - 6 cards - 2.5 x 3.5 in each

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.