Bad Moon (1)(B)

Enchantment

Black creatures get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carnophage (B)

Creature -- Zombie

At the beginning of your upkeep, tap this creature unless you pay 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carnophage (B)

Creature -- Zombie

At the beginning of your upkeep, tap this creature unless you pay 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carnophage (B)

Creature -- Zombie

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - edkeytar - Premodern (SPMCR Monthly PM Burro Singles July) sheet 1/10 - 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.

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festering Goblin (B)

Creature -- Zombie Goblin

When this creature dies, target creature gets -1/-1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord of the Undead (1)(B)(B)

Creature -- Zombie

Other Zombie creatures get +1/+1.
{1}{B}, {T}: Return target Zombie card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord of the Undead (1)(B)(B)

Creature -- Zombie

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{1}{B}, {T}: Return target Zombie card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

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.

Rishadan Port

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarcomancy {B}

Enchantment

When this enchantment enters, create a 2/2 black Zombie creature token.
At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarcomancy {B}

Enchantment

When this enchantment enters, create a 2/2 black Zombie creature token.
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Sarcomancy {B}

Enchantment

When this enchantment enters, create a 2/2 black Zombie creature token.
At the beginning of your upkeep, if there are no Zombies on the battlefield, this enchantment deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shepherd of Rot {1}{B}

Creature -- Zombie Cleric

{T}: Each player loses 1 life for each Zombie on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother {1}{B}

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - edkeytar - Premodern (SPMCR Monthly PM Burro Singles July) sheet 4/10 - 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.

Smother 1B

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother 1B

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smother 1B

Instant

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - edkeytar - Premodern (SPMCR Monthly PM Burro Singles July) sheet 5/10 - 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undead Warchief (2)(B)(B)

Creature -- Zombie

Zombie spells you cast cost {1} less to cast.
Zombie creatures you control get +2/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undead Warchief (2)(B)(B)

Creature -- Zombie

Zombie spells you cast cost {1} less to cast.
Zombie creatures you control get +2/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unholy Grotto

Land

{T}: Add {C}.
{B}, {T}: Put target Zombie card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wretched Anurid (1)(B)

Creature -- Zombie Frog Beast

Whenever another creature enters, you lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wretched Anurid (1)(B)

Creature -- Zombie Frog Beast

Whenever another creature enters, you lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - edkeytar - Premodern (SPMCR Monthly PM Burro Singles July) sheet 7/10 - 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.

Wretched Anurid {1}{B}

Creature -- Zombie Frog Beast

Whenever another creature enters, you lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wretched Anurid {1}{B}

Creature -- Zombie Frog Beast

Whenever another creature enters, you lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombie Master {1}{B}{B}

Creature -- Zombie

Other Zombie creatures have swampwalk. (They can't be blocked as long as defending player controls a Swamp.)
Other Zombies have "{B}: Regenerate this permanent."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombie Master {1}{B}{B}

Creature -- Zombie

Other Zombie creatures have swampwalk. (They can't be blocked as long as defending player controls a Swamp.)
Other Zombies have "{B}: Regenerate this permanent."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cover of Darkness {1}{B}

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type have fear. (They can't be blocked except by artifact creatures and/or black creatures.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dystopia {1}{B}{B}

Enchantment

Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dystopia {1}{B}{B}

Enchantment

Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dystopia {1}{B}{B}

Enchantment

Cumulative upkeep--Pay 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the beginning of each player's upkeep, that player sacrifices a green or white permanent of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - edkeytar - Premodern (SPMCR Monthly PM Burro Singles July) sheet 8/10 - 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.

Engineered Plague (2)(B)

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague (2)(B)

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Plague (2)(B)

Enchantment

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Graveborn Muse (2)(B)(B)

Creature -- Zombie Spirit

At the beginning of your upkeep, you draw X cards and lose X life, where X is the number of Zombies you control.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaguebearer (1)(B)

Creature -- Zombie

{X}{X}{B}: Destroy target nonblack creature with mana value X.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaguebearer (1)(B)

Creature -- Zombie

{X}{X}{B}: Destroy target nonblack creature with mana value X.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snuff Out (3)(B)

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snuff Out (3)(B)

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

[sideboard]

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.

Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withered Wretch {B}{B}

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - edkeytar - Premodern (SPMCR Monthly PM Burro Singles July) sheet 10/10 - 3 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.