## Bane of the Living {2}{B}{B}

Creature -- Insect

Morph {X}{B}{B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, all creatures get -X/-X until end of turn.

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cabal Coffers

Land

{2}, {T}: Add {B} for each Swamp you control.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cabal Coffers

Land

{2}, {T}: Add {B} for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Chainer's Edict {1}{B}

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{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

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Sorcery

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Flashback {5}{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


**Playtest cards - Norberto - Premodern (LA Open 2026)** 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.

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Target player sacrifices a creature of their choice.
Flashback {5}{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


## Corpse Harvester {3}{B}{B}

Creature -- Zombie Wizard

{1}{B}, {T}, Sacrifice a creature: Search your library for a Zombie card and a Swamp card, reveal them, put them into your hand, then shuffle.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Corpse Harvester {3}{B}{B}

Creature -- Zombie Wizard

{1}{B}, {T}, Sacrifice a creature: Search your library for a Zombie card and a Swamp card, reveal them, put them into your hand, then shuffle.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Decree of Pain {6}{B}{B}

Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
Cycling {3}{B}{B} ({3}{B}{B}, Discard this card: Draw a card.) When you cycle this card, all creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Entrails Feaster {B}

Creature -- Zombie Cat

At the beginning of your upkeep, you may exile a creature card from a graveyard. If you do, put a +1/+1 counter on this creature. If you don't, tap this creature.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**1/1**

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

## Gempalm Polluter {5}{B}

Creature -- Zombie

Cycling {B}{B} ({B}{B}, Discard this card: Draw a card.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghastly Remains {B}{B}{B}

Creature -- Zombie

Amplify 1 (As this creature enters, put a +1/+1 counter on it for each Zombie card you reveal in your hand.)
At the beginning of your upkeep, if this card is in your graveyard, you may pay {B}{B}{B}. If you do, return it to your hand.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghastly Remains {B}{B}{B}

Creature -- Zombie

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**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Norberto - Premodern (LA Open 2026)** sheet 3/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of your upkeep, if this card is in your graveyard, you may pay {B}{B}{B}. If you do, return it to your hand.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Noxious Ghoul {3}{B}{B}

Creature -- Zombie

Whenever this creature or another Zombie enters, all non-Zombie creatures get -1/-1 until end of turn.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Noxious Ghoul {3}{B}{B}

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Whenever this creature or another Zombie enters, all non-Zombie creatures get -1/-1 until end of turn.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soulless One {3}{B}

Creature -- Zombie Avatar

Soulless One's power and toughness are each equal to the number of Zombies on the battlefield plus the number of Zombie cards in all graveyards.

***/***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Zombie Avatar

Soulless One's power and toughness are each equal to the number of Zombies on the battlefield plus the number of Zombie cards in all graveyards.

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## Soulless One 3B

Creature -- Zombie Avatar

Soulless One's power and toughness are each equal to the number of Zombies on the battlefield plus the number of Zombie cards in all graveyards.

*/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Soulless One 3B

Creature -- Zombie Avatar

Soulless One's power and toughness are each equal to the number of Zombies on the battlefield plus the number of Zombie cards in all graveyards.

*/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

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({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

**Undead Gladiator** {1}{B}{B}

Creature -- Zombie Barbarian

{1}{B}, Discard a card: Return this card from your graveyard to your hand. Activate only during your upkeep.
Cycling {1}{B} ({1}{B}, Discard this card: Draw a card.)

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Undead Gladiator** {1}{B}{B}

Creature -- Zombie Barbarian

{1}{B}, Discard a card: Return this card from your graveyard to your hand. Activate only during your upkeep.
Cycling {1}{B} ({1}{B}, Discard this card: Draw a card.)

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Norberto - Premodern (LA Open 2026)** 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.

## 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


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

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dread of Night {B}

Enchantment

White creatures get -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dread of Night {B}

Enchantment

White creatures 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




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## 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

## Gloom {2}{B}

Enchantment

White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloom {2}{B}

Enchantment

White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Infest {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Infest {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Infest {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Infest {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Perish {2}{B}

Sorcery

Destroy all green creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Perish** 2B

Sorcery

Destroy all green creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Withered Wretch** BB

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Withered Wretch** BB

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Norberto - Premodern (LA Open 2026)** 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.