

Cabal Therapy B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy B Sorcery 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.) 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 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

1 B

Target player sacrifices a creature of their choice.

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Target player sacrifices a creature of their choice.

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B

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

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B

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

1/1

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1/1

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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	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	Graveborn Muse (2)(B)(B) Creature -- Zombie Spirit At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control. 3/3 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 you lose X life, where X is the number of Zombies you control. 3/3 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 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 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 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

Rotlung Reanimator 2 B Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotlung Reanimator 2 B Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotlung Reanimator 2 B Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotlung Reanimator 2 B Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 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. 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. 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. 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 PLAYbotbox.dev	Smother 1 B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother 1 B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother 1 B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withered Wretch B B Creature -- Zombie Cleric {1}: Exile target card from a graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bad Moon 1 B Enchantment Black creatures get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bad Moon 1 B Enchantment Black creatures get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Dystopia ①B 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 PLAYbotbox.dev	Engineered Plague ②B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague ②B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Plague ②B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Engineered Plague ②B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom ②B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloom ②B Enchantment White spells cost {3} more to cast. Activated abilities of white enchantments cost {3} more to activate. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marauding Knight ②B B Creature -- Phyrexian Zombie Knight Protection from white This creature gets +1/+1 for each Plains your opponents control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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." [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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