

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried Alive Sorcery Search your library for up to three creature cards, put them into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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U

Sacrifice this creature: Draw a card, then discard a card.

1/1

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U

Sacrifice this creature: Draw a card, then discard a card.

1/1

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② ③

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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3 B B

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

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Living Death 3 B B Sorcery Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg Bombers 3 R Creature -- Goblin When another creature enters, sacrifice this creature and it deals 3 damage to target player or planeswalker. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg Bombers 3 R Creature -- Goblin When another creature enters, sacrifice this creature and it deals 3 damage to target player or planeswalker. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mogg Bombers 3 R Creature -- Goblin When another creature enters, sacrifice this creature and it deals 3 damage to target player or planeswalker. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mogg Bombers 3 R Creature -- Goblin When another creature enters, sacrifice this creature and it deals 3 damage to target player or planeswalker. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Songs of the Damned B Instant Add {B} for each creature card in your graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Songs of the Damned B Instant Add {B} for each creature card in your graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Songs of the Damned B Instant Add {B} for each creature card in your graveyard. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Add {B} for each creature card in your graveyard.

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2R

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

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② ③

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

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5 G G G

When this creature dies, create seven 1/1 green Insect creature tokens.

7/7

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4 B B

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) Each player returns all creature cards from their graveyard to the battlefield.

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Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deep Analysis Sorcery 3 U Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defense Grid Artifact 2 Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defense Grid Artifact 2 Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken Wastes World Enchantment 2 B Players can't gain life. At the beginning of each player's upkeep, that player loses 1 life. Whenever this enchantment becomes the target of a spell, that spell's controller loses 5 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krovikan Horror

Creature -- Horror Spirit

At the beginning of the end step, if this card is in your graveyard with a creature card directly above it, you may return this card to your hand.

{1}, Sacrifice a creature: This creature deals 1 damage to any target.

[sideboard]

Krovikan Horror

Creature -- Horror Spirit

At the beginning of the end step, if this card is in your graveyard with a creature card directly above it, you may return this card to your hand.

{1}, Sacrifice a creature: This creature deals 1 damage to any target.

[sideboard]

Artifact

Activated abilities of artifacts
can't be activated.

Artifact

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[sideboard]

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

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Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

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;

Zombie Infestation

① B

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

[sideboard]

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Zombie Infestation

① ②

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

[sideboard]

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Zombie Infestation

① ②

Enchantment

Discard two cards: Create a 2/2 black Zombie creature token.

[sideboard]

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