

Cabal Coffers Land {2}, {T}: Add {B} for each Swamp you control.	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.)	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.)	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.)
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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.)	Carnophage (B) Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2	Carnophage (B) Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2	Carnophage (B) Creature -- Zombie At the beginning of your upkeep, tap this creature unless you pay 1 life. 2/2
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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 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	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	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
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	Dark Ritual B Instant Add {B}{B}{B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dark Ritual B Instant Add {B}{B}{B}. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gempalm Polluter 5B 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 PLAYbotbox.dev	Gempalm Polluter 5B 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 PLAYbotbox.dev	Gempalm Polluter 5B 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 PLAYbotbox.dev
Gempalm Polluter 5B 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 PLAYbotbox.dev	Graveborn Muse 2BB 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 PLAYbotbox.dev	Graveborn Muse 2BB 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 PLAYbotbox.dev	Living Death 3BB 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tombstone Stairwell 2BB World Enchantment Cumulative upkeep {1}{B} (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 upkeep, if this enchantment is on the battlefield, each player creates a 2/2 black Zombie creature token with haste named Tombspawn for each creature card in their graveyard. At the beginning of each end step and when this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twisted Abomination 5B Creature -- Zombie Mutant {B}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twisted Abomination 5B Creature -- Zombie Mutant {B}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) 5/3 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
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [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	Haunting Echoes 3BB Sorcery Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smother 1B Instant Destroy target creature with mana value 3 or less. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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