

Cabal Pit Land {T}: Add {B}. This land deals 1 damage to you. Threshold -- {B}, {T}, Sacrifice this land: Target creature gets -2/-2 until end of turn. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Pit Land {T}: Add {B}. This land deals 1 damage to you. Threshold -- {B}, {T}, Sacrifice this land: Target creature gets -2/-2 until end of turn. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnophage 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	Carnophage 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
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Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1B Instant Target player sacrifices a creature of their choice. 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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 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	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	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 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	Plaguebearer 1 B Creature -- Zombie {X}{X}{B}: Destroy target nonblack creature with mana value X. 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. 1/1 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. 1/1 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 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	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	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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tombstone Stairwell (2)(B)(B) 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	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 PLAYbotbox.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 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	Zombie Trailblazer B B B Creature -- Zombie Scout Tap an untapped Zombie you control: Target land becomes a Swamp until end of turn. Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [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	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 PLAYbotbox.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	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	Eradicate (2)(B)(B) Sorcery Exile target nonblack creature. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Marauding Knight (2)(B)(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 PLAY botbox.dev	Marauding Knight (2)(B)(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 PLAY botbox.dev	Marauding Knight (2)(B)(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 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

Playtest cards - edkeytar - Premodern (Monthly PM Burro Singles Noviembre)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [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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