

Ashnod, Flesh Mechanist (B) Legendary Creature -- Human Artificer Deathtouch Whenever Ashnod attacks, you may sacrifice another creature. If you do, create a tapped Powerstone token. {5}, Exile a creature card from your graveyard: Create a tapped 3/3 colorless Zombie artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Stashed Skeleton (1)(B) Enchantment -- Case When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.) To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.) Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cemetery Recruitment (1)(B) Sorcery Return target creature card from your graveyard to your hand. If it's a Zombie card, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cemetery Recruitment (1)(B) Sorcery Return target creature card from your graveyard to your hand. If it's a Zombie card, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Corpses of the Lost (2)(B) Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpses of the Lost (2)(B) Enchantment Skeletons you control get +1/+0 and have haste. When this enchantment enters, create a 2/2 black Skeleton Pirate creature token. At the beginning of your end step, if you descended this turn, you may pay 1 life. If you do, return this enchantment to its owner's hand. (You descended if a permanent card was put into your graveyard from anywhere.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cult Conscript (B) Creature -- Skeleton Warrior This creature enters tapped. {1}{B}: Return this card from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Cadaver (2)(U)(B) Creature -- Zombie Detective Flying When you sacrifice a Clue, return this card from your graveyard to your hand. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death Baron 1 B B Creature -- Zombie Wizard Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Death Baron 1 B B Creature -- Zombie Wizard Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Death Baron 1 B B Creature -- Zombie Wizard Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Death Baron 1 B B Creature -- Zombie Wizard Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diregraf Ghou1 B Creature -- Zombie This creature enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festerleech

B

Creature -- Zombie Leech

Whenever this creature deals combat damage to a player, you mill two cards.

{1}{B}: This creature gets +2/+2 until end of turn. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

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GeraIf, the Fleshwright (2)(U)

Legendary Creature -- Human Warlock

Whenever you cast a spell during your turn other than your first spell that turn, create a 2/2 blue and black Zombie Rogue creature token.

Whenever a Zombie you control enters, put a +1/+1 counter on it for each other Zombie that entered the battlefield under your control this turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glissa Sunslayer ①②③ Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glissa Sunslayer ①②③ Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutless Plunderer ②③ Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gutless Plunderer ②③ Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hunted Bonebrute ②③ Creature -- Skeleton Beast Menace When this creature enters, target opponent creates two 1/1 white Dog creature tokens. When this creature dies, each opponent loses 3 life. Disguise {1}{B} 6/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet ①④③ Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 ----- BACK FACE ----- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Innistrad ②③③ Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) Flash When this Siege enters, target creature an opponent controls gets -13/-13 until end of turn. D 5 ----- BACK FACE ----- Deluge of the Dead Enchantment When this enchantment enters, create two 2/2 black Zombie creature tokens. {2}{B}: Exile target card from a graveyard. If it was a creature card, create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Innistrad ②③③ Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) Flash When this Siege enters, target creature an opponent controls gets -13/-13 until end of turn. D 5 ----- BACK FACE ----- Deluge of the Dead Enchantment When this enchantment enters, create two 2/2 black Zombie creature tokens. {2}{B}: Exile target card from a graveyard. If it was a creature card, create a 2/2 black Zombie creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 4/9 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Liliana, Dreadhorde General4BB Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Massacre Wurm3BBB Creature -- Phyrexian Wurm When this creature enters, creatures your opponents control get -2/-2 until end of turn. Whenever a creature an opponent controls dies, that player loses 2 life. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Necrogen Rotpriest2BG Creature -- Phyrexian Zombie Cleric Toxic 2 (Players dealt combat damage by this creature also get two poison counters.) Whenever a creature you control with toxic deals combat damage to a player, that player gets an additional poison counter. {1}{B}{G}: Target creature you control with toxic gains deathtouch until end of turn. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Necrogen Rotpriest2BG Creature -- Phyrexian Zombie Cleric Toxic 2 (Players dealt combat damage by this creature also get two poison counters.) Whenever a creature you control with toxic deals combat damage to a player, that player gets an additional poison counter. {1}{B}{G}: Target creature you control with toxic gains deathtouch until end of turn. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Necrogen Rotpriest 2B6 Creature -- Phyrexian Zombie Cleric Toxic 2 (Players dealt combat damage by this creature also get two poison counters.) Whenever a creature you control with toxic deals combat damage to a player, that player gets an additional poison counter. {1}{B}{G}: Target creature you control with toxic gains deathtouch until end of turn. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrogen Rotpriest 2B6 Creature -- Phyrexian Zombie Cleric Toxic 2 (Players dealt combat damage by this creature also get two poison counters.) Whenever a creature you control with toxic deals combat damage to a player, that player gets an additional poison counter. {1}{B}{G}: Target creature you control with toxic gains deathtouch until end of turn. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Obliterator BBBBB Creature -- Phyrexian Horror Trample Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ratadrabik of Urborg 2WB Legendary Creature -- Zombie Wizard Vigilance, ward {2} Other Zombies you control have vigilance. Whenever another legendary creature you control dies, create a token that's a copy of that creature, except it's not legendary and it's a 2/2 black Zombie in addition to its other colors and types. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ratadrabik of Urborg 2WB Legendary Creature -- Zombie Wizard Vigilance, ward {2} Other Zombies you control have vigilance. Whenever another legendary creature you control dies, create a token that's a copy of that creature, except it's not legendary and it's a 2/2 black Zombie in addition to its other colors and types. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skullsnap Nuisance U B Creature -- Insect Skeleton Flying Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullsnap Nuisance U B Creature -- Insect Skeleton Flying Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullsnap Nuisance U B Creature -- Insect Skeleton Flying Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullsnap Nuisance U B Creature -- Insect Skeleton Flying Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soul-Shackled Zombie 3 B Creature -- Zombie When this creature enters, exile up to two target cards from a single graveyard. If at least one creature card was exiled this way, each opponent loses 2 life and you gain 2 life. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Shackled Zombie 3 B Creature -- Zombie When this creature enters, exile up to two target cards from a single graveyard. If at least one creature card was exiled this way, each opponent loses 2 life and you gain 2 life. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp Basic Land -- Swamp {T}: Add {B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinybones, the Pickpocket Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Toxic Abomination Creature -- Phyrexian Zombie When this creature enters, you lose 2 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Toxic Abomination Creature -- Phyrexian Zombie When this creature enters, you lose 2 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Venser, Corpse Puppet Legendary Creature -- Phyrexian Zombie Wizard Lifelink, toxic 1 Whenever you proliferate, choose one -- * If you don't control a creature named The Hollow Sentinel, create The Hollow Sentinel, a legendary 3/3 colorless Phyrexian Golem artifact creature token. * Target artifact creature you control gains flying and lifelink until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Writhing Necromass Creature -- Zombie Giant This spell costs {1} less to cast for each creature card in your graveyard. Deathtouch 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		