

Bad Moon 1 B Enchantment Black creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bad Moon 1 B Enchantment Black creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bad Moon 1 B Enchantment Black creatures get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bad Moon 1 B Enchantment Black creatures get +1/+1. 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.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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Gempalm Polluter 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gempalm Polluter 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveborn Muse 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveborn Muse 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lord of the Undead ① ① ① ① ① 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 ① ① ① ① 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 ① ① ① ① 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 ① ① ① ① 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
Plaguebearer ① ① ① ① ① Creature -- Zombie {X}{X}{B}: Destroy target nonblack creature with mana value X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarcomancy ① ① ① ① ① 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 ① ① ① ① ① 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 ① ① ① ① ① 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shepherd of Rot 1B 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 1B 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 1B 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 1B 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}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp (T): Add {B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp (T): Add {B}. 1/1 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	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	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
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	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	Diabolic Edict 1 B Instant Target player sacrifices a creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Edict 1 B Instant Target player sacrifices a creature 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	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	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perish 2B Sorcery Destroy all green creatures. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaguebearer 1B Creature -- Zombie {X}{X}{B}: Destroy target nonblack creature with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Destroy target creature with mana value 3 or less. It can't be regenerated.

[sideboard]

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4 B B

You may exile the top three black cards of your graveyard rather than pay this spell's mana cost. Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.

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{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev