

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	Call to the Grave 4 B Enchantment At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature of their choice. At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment. 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 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	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	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress 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

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

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

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Other Zombie creatures get +1/+1.
{1}{B}, {T}: Return target Zombie card from your graveyard to your hand.

2/2

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1 B B

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	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	Rotlung Reanimator (2)(B) Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rotlung Reanimator (2)(B) Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rotlung Reanimator (2)(B) Creature -- Zombie Cleric Whenever this creature or another Cleric dies, create a 2/2 black Zombie creature token. 2/2 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. 2/2 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. 2/2 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 PLAYbotbox.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 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp (T): Add B.) 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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Swamp Basic Land -- Swamp {T}: Add {B}. 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

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

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BB

Creature -- Zombie Cleric

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{1}: Exile target card from a
graveyard.
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2/2

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BB

Creature -- Zombie Cleric

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{1}: Exile target card from a
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Zombie Cleric

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2/2

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BB

Creature -- Zombie Cleric

{1}: Exile target card from a graveyard.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Enchantment

{B}, Sacrifice a creature: Destroy target nonblack creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(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]

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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	Eradicate 2BB 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 PLAYbotbox.dev
Eradicate 2BB 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 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	Planar Void B Enchantment Whenever another card is put into a graveyard from anywhere, exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1

B

Smother

Instant

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

[sideboard]

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4

B

B

Spinning Darkness

Instant

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.

[sideboard]

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4

B

B

Spinning Darkness

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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1

B

B

Zombie Master

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

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Playtest cards - FrancescoVinci - Premodern (Premodern "monthly" #2 - Mercoledì 9 Luglio h

sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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.