

①

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{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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B

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

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B

Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control.

Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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B

This creature enters tapped.

2/2

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2/2

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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	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
Grave Defiler (3)(B) Creature -- Zombie When this creature enters, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library in any order. {1}{B}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grave Defiler (3)(B) Creature -- Zombie When this creature enters, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library in any order. {1}{B}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grave Defiler (3)(B) Creature -- Zombie When this creature enters, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library in any order. {1}{B}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lazotep Reaver (1)(B) Creature -- Zombie Beast When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - rentoportento - FreeForm (Duster Format - 2nd tournament)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Lazotep Reaper 1 B Creature -- Zombie Beast When this creature enters, amass Zombies 1. (Put a +1/+1 counter on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord of the Accursed 2 B Creature -- Zombie Other Zombies you control get +1/+1. {1}{B}, {T}: All Zombies gain menace until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord of the Accursed 2 B Creature -- Zombie Other Zombies you control get +1/+1. {1}{B}, {T}: All Zombies gain menace until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord of the Accursed 2 B Creature -- Zombie Other Zombies you control get +1/+1. {1}{B}, {T}: All Zombies gain menace until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lord of the Accursed 2 B Creature -- Zombie Other Zombies you control get +1/+1. {1}{B}, {T}: All Zombies gain menace until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast B Creature -- Zombie When this creature dies, choose one -- * Target creature an opponent controls gets -1/-1 until end of turn. * Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/1 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	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}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undead Augur (B)(B) Creature -- Zombie Wizard Whenever this creature or another Zombie you control dies, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undead Augur (B)(B) Creature -- Zombie Wizard Whenever this creature or another Zombie you control dies, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undead Augur (B)(B) Creature -- Zombie Wizard Whenever this creature or another Zombie you control dies, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Undead Augur (B)(B) Creature -- Zombie Wizard Whenever this creature or another Zombie you control dies, you draw a card and you lose 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Village Rites (B) Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Cottage Land -- Swamp {T}: Add {B}.) This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Accursed Marauder 1 B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accursed Marauder 1 B Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dash Hopes B B Instant When you cast this spell, any player may pay 5 life. If a player does, counter Dash Hopes. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dash Hopes B B Instant When you cast this spell, any player may pay 5 life. If a player does, counter Dash Hopes. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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①BB

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

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{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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3 B

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.

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

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Snuff Out

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[sideboard]

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