

Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.	Castle Locthwain Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Cryptbreaker (B)

Creature -- Zombie

{1}{B}, {T}, Discard a card: Create a 2/2 black Zombie creature token. Tap three untapped Zombies you control: You draw a card and you lose 1 life.

1/1

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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

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Death Baron ① ② ③ 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 PLAY botbox.dev	Death Baron ① ② ③ 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 PLAY botbox.dev	Death Baron ① ② ③ 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 PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diregraf Colossus ② ③ Creature -- Zombie Giant This creature enters with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, create a tapped 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diregraf Colossus ② ③ Creature -- Zombie Giant This creature enters with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, create a tapped 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diregraf Colossus ② ③ Creature -- Zombie Giant This creature enters with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, create a tapped 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jango250 - Modern (Modern Store Championship)

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

Diregraf Colossus (2)(B) Creature -- Zombie Giant This creature enters with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, create a tapped 2/2 black Zombie creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravecrawler (B) Creature -- Zombie This creature can't block. You may cast this card from your graveyard as long as you control a Zombie. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Death's Majesty (3)(B)(B) Legendary Planeswalker -- Liliana [+1]: Create a 2/2 black Zombie creature token. Mill two cards. [-3]: Return target creature card from your graveyard to the battlefield. That creature is a black Zombie in addition to its other colors and types. [-7]: Destroy all non-Zombie creatures. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Untouched by Death (2)(B)(B) Legendary Planeswalker -- Liliana [+1]: Mill three cards. If at least one Zombie card is milled this way, each opponent loses 2 life and you gain 2 life. [-2]: Target creature gets -X/-X until end of turn, where X is the number of Zombies you control. [-3]: You may cast Zombie spells from your graveyard this turn. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Murderous Rider (1)(B)(B) Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End (1)(B)(B) Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Rider (1)(B)(B) Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End (1)(B)(B) Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Rider (1)(B)(B) Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End (1)(B)(B) Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murderous Rider (1)(B)(B) Creature -- Zombie Knight Lifelink When this creature dies, put it on the bottom of its owner's library. 2/3 ----- ADVENTURE ----- Swift End (1)(B)(B) Instant -- Adventure Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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
Stitcher's Supplier (B) Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stitcher's Supplier (B) Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stitcher's Supplier (B) Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stitcher's Supplier (B) Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Unbreathing Horde 2B Creature -- Zombie This creature enters with a +1/+1 counter on it for each other Zombie you control and each Zombie card in your graveyard. If this creature would be dealt damage, prevent that damage and remove a +1/+1 counter from it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unbreathing Horde 2B Creature -- Zombie This creature enters with a +1/+1 counter on it for each other Zombie you control and each Zombie card in your graveyard. If this creature would be dealt damage, prevent that damage and remove a +1/+1 counter from it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unbreathing Horde 2B Creature -- Zombie This creature enters with a +1/+1 counter on it for each other Zombie you control and each Zombie card in your graveyard. If this creature would be dealt damage, prevent that damage and remove a +1/+1 counter from it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undead Butler 1B Creature -- Zombie When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Undead Butler (1)(B) Creature -- Zombie When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undead Butler (1)(B) Creature -- Zombie When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) When this creature dies, you may exile it. When you do, return target creature card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zombie Apocalypse (3)(B)(B)(B) Sorcery Return all Zombie creature cards from your graveyard to the battlefield tapped, then destroy all Humans. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zombie Apocalypse (3)(B)(B)(B) Sorcery Return all Zombie creature cards from your graveyard to the battlefield tapped, then destroy all Humans. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crippling Fear (2)(B)(B) Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruel Revival (4)(B) Instant Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruel Revival (4)(B) Instant Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gray Merchant of Asphodel (3)(B)(B) Creature -- Zombie When this creature enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutilate (2)(B)(B) Sorcery All creatures get -1/-1 until end of turn for each Swamp you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutilate (2)(B)(B) Sorcery All creatures get -1/-1 until end of turn for each Swamp you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Victimize (2)(B) Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Victimize 2B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Victimize 2B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Victimize 2B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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