## Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Cuombajj Witches {B}{B}

Creature -- Human Wizard

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

**1/3**

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dauthi Slayer {B}{B}

Creature -- Dauthi Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)
This creature attacks each combat if able.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Frabarza - Pauper v3 Group 07798A (Cuombajj Witches, Gray Merchant of Asp** sheet 1/10 - 8 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.

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defile {B}

Instant

Target creature gets -1/-1 until end of turn for each Swamp you control.

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## Exhume {1}{B}

Sorcery

Each player puts a creature card from their graveyard onto the battlefield.

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**Playtest cards - Frabarza - Pauper v3 Group 07798A (Cuombajj Witches, Gray Merchant of Asp** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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## Exhume {1}{B}

Sorcery

Each player puts a creature card from their graveyard onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Extract a Confession {1}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)
Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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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.)

2/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oubliette {1}{B}{B}

Enchantment

When this enchantment enters, target creature phases out until this enchantment leaves the battlefield. Tap that creature as it phases in this way. (Auras and Equipment phase out with it. While permanents are phased out, they're treated as though they don't exist.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pestilence {2}{B}{B}

Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
{B}: This enchantment deals 1 damage to each creature and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snuff Out {3}{B}

Instant

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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Destroy target nonblack creature. It can't be regenerated.

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## Spinning Darkness {4}{B}{B}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Spinning Darkness deals 3 damage to target nonblack creature. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

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({T}: Add {B}.)

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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thorn of the Black Rose 3B

Creature -- Human Assassin

Deathtouch
When this creature enters, you become the monarch.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thorn of the Black Rose 3B

Creature -- Human Assassin

Deathtouch
When this creature enters, you become the monarch.

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## Troll of Khazad-dûm 5B

Creature -- Troll

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

**6/5**

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## Troll of Khazad-dûm {5}{B}

Creature -- Troll

This creature can't be blocked except by three or more creatures.
Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Troll of Khazad-dûm {5}{B}

Creature -- Troll

This creature can't be blocked except by three or more creatures.
Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

**6/5**

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


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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


## Drown in Sorrow {1}{B}{B}

Sorcery

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Duress {B}

Sorcery

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

[sideboard]

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## Duress (B)

Sorcery

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

[sideboard]

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## Duress (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nihil Spellbomb (1)

Artifact

{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nihil Spellbomb (1)

Artifact

{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pestilence (2)(B)(B)

Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
{B}: This enchantment deals 1 damage to each creature and each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tendrils of Corruption (3)(B)

Instant

Tendrils of Corruption deals X damage to target creature and you gain X life, where X is the number of Swamps you control.

[sideboard]

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## Tendrils of Corruption (3)(B)

Instant

Tendrils of Corruption deals X damage to target creature and you gain X life, where X is the number of Swamps you control.

[sideboard]

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[sideboard]

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**Trespasser's Curse** 1B

Enchantment -- Aura Curse

Enchant player
Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.

[sideboard]

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**Trespasser's Curse** 1B

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Enchant player
Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.

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