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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Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

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Crypt Rats {2}{B}

Creature -- Rat

{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Rat

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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

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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

Defile {B}

Instant

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

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Fog of Gnats {B}{B}

Creature -- Insect

Flying
{B}: Regenerate this creature.

1/1

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Geth's Verdict {B}{B}

Instant

Target player sacrifices a creature of their choice and loses 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Target player sacrifices a creature of their choice and loses 1 life.

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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2/4

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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Playtest cards - DavideR46 - Pauper v3 Group 3B1BCE (Chittering Rats, Cuombajj Witches) (L sheet 3/10 - 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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sovereign's Bite {1}{B}

Sorcery

Target player loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sovereign's Bite {1}{B}

Sorcery

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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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Tithing Blade (1)(B)

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice.
Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Typhoid Rats {B}

Creature -- Rat

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vendetta {B}

Instant

Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wreckage Wickerfolk {1}{B}

Artifact Creature -- Scarecrow

Flying
When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

1/3

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Choking Sands {1}{B}{B}

Sorcery

Destroy target non-Swamp land. If that land was nonbasic, Choking Sands deals 2 damage to the land's controller.

[sideboard]

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Drown in Sorrow 1BB

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]

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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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampiric Link B

Enchantment -- Aura

Enchant creature
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

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Vampiric Link (B)

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