Bloodthrone Vampire (1)(B)

Creature -- Vampire

Sacrifice a creature: This creature gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodthrone Vampire (1)(B)

Creature -- Vampire

Sacrifice a creature: This creature gets +2/+2 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrion Feeder (B)

Creature -- Zombie

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Junior, Maurício - Pauper v3 Group 8F870C (Corrupted Conviction, Village 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.

Corrupted Conviction (B)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Conviction (B)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghoulcaller's Chant (B)

Sorcery

Choose one --
* Return target creature card from your graveyard to your hand.
* Return two target Zombie cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghoulcaller's Chant (B)

Sorcery

Choose one --
* Return target creature card from your graveyard to your hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infestation Sage (B)

Creature -- Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mortician Beetle (B)

Creature -- Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on this creature.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nested Shambler (B)

Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

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Nested Shambler {B}

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Nested Shambler {B}

Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nezumi Linkbreaker {B}

Creature -- Rat Warlock

When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perigee Beckoner {4}{B}

Creature -- Horror

When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."
Warp {1}{B} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rite of Consumption {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.

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

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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supernatural Stamina {B}

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supernatural Stamina {B}

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Junior, Maurício - Pauper v3 Group 8F870C (Corrupted Conviction, Village sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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Draw two cards.

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

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

Playtest cards - Junior, Maurício - Pauper v3 Group 8F870C (Corrupted Conviction, Village sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Mesmeric Fiend {1}{B}

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/1

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

Rotten Reunion {B}

Instant

Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.)
Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.)
Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvok Lifestaff {1}

Artifact -- Equipment

Equipped creature gets +1/+0.
Whenever equipped creature dies, you gain 3 life.
Equip {1}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvok Lifestaff {1}

Artifact -- Equipment

Equipped creature gets +1/+0.
Whenever equipped creature dies, you gain 3 life.
Equip {1}

[sideboard]

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Tragic Slip (B)

Instant

Target creature gets -1/-1 until end of turn.
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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