## 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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## Campfire {1}

Artifact

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

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## Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

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**Cauldron Familiar** {B}

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.
Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

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**Eviscerator's Insight** {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.
Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

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## Fanatical Offering {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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## Go for the Throat {1}{B}

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Destroy target nonartifact creature.

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## Golgari Rot Farm

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {B}{G}.

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## Ichor Wellspring (2)

Artifact

When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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## Khalni Garden

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When this land enters, create a 0/1 green Plant creature token.
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## Lembas (2)

Artifact -- Food

When this artifact enters, scry 1, then draw a card.
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

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## 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.

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**Playtest cards - Ahunter198 - Pauper v3 Group 482AA4 (Tragic Slip, Nutrient Block) (Pauper** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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## Nutrient Block {1}

Artifact -- Food

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, draw a card.

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## 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.

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## Pristine Talisman {3}

Artifact

{T}: Add {C}. You gain 1 life.

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**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

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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.

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## Accursed Marauder (1)(B)

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sideboard]

**2/1**

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[sideboard]

**2/1**

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[sideboard]

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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.

[sideboard]

**1/3**

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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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[sideboard]

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**Faerie Macabre** 1BB

Creature -- Faerie Rogue

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

[sideboard]

2/2

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[sideboard]

2/2

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**Heritage Reclamation** 1G

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

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## Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

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