

Magic the Gathering

2-3 player vs Boss format

"I wanted it to feel like a real boss fight so the effects are kinda intense but I think it needs to hold its own against 2-3+ players."

Basic Rules:

Players take turns together, and share 100 life.

The boss is like a planeswalker that deals damage back except all of its targets are chosen randomly.

The boss has its own turn and attacks the player teams life total in which players use teamwork to block

You roll the d20 at the start of every boss turn.

Only some bosses have d20 rolled on upkeep of players turns, and if they do, players turn d20 effects only happen if the ability has "PT" (Players Turn) in it. That means, if the d20 on a players turn is an effect with no "PT" in the ability nothing will happen.

At the start of the game, players take 5 free turns before the boss arrives.



Malabastux, Pure Doom

Legendary Ancient Time Dragon



Vigilance, Flying, First strike

Power: X / Toughness: 100

X is the number of Time Counters

Immune to destroy or exile effects

Immune to deathtouch, poison, toxic and lifesteal effects

Cannot leave the battlefield

Boss toughness does not reset at end step

When Malabastux has toughness lower than or equal to zero, players win the game.

Combat Abilities:

Dragon Scales: Boss takes no combat damage during its turn, and has 50% damage resistance during Players turn (every damage is halved, rounded down)..

Astral Claws: When Malabastux destroys a creature in combat, exile that creature and one random creature controlled by the same player.

Phantasmal Celerity: Malabastux can block up to X creatures, where X is the number of players. Whenever Malabastux blocks a creature, exile it.

At the beginning of each BT upkeep and before D20 Roll:

Time Warp – Each player lose 1 life for each Time counter

At the beginning of each upkeep, roll a D20:

1: *Frozen for Eternity* – Tap the creature with the highest attack, that creature cannot untap during untap steps. If more than one creature shares the highest power, it's chosen at random.

2: *Immortal Understanding* – (BT) Exile creatures that dealt damage last turn / (PT) Each player can cast one card they own from exile this turn.

3: *The Surface of Last Scattering* – Malabastux phases out for 1 (PT), when it returns, all creatures take X damage, where X is the number of Time Counters. Gain a Time Counter.

4-5: *Time Dilation* – Gain a Time Counter. Players sacrifice X nonland permanents, where X is the number of Time Counters

6: *Mass Extinction* – Roll a D20. Each player sacrifices an amount of creatures equal to the dice result.

7-9: *A Filthy Addiction* – Players sacrifice a permanent at random. Gain a Time Counter.

10: *Emergent Immolation* – (BT) All players take X damage, where X is the number of Time Counters / (PT) Gain a Time Counter.

11: *Tidal Disruption* – (BT) Gain a Time Counter / (PT) Each creature takes X damage, where X is the number of Time counters.

12: *Solar Disruption* – (BT) Gain a Time Counter / (PT) Players exile X enchantments, where X is the number of Time counters.

13: *Atomic Disruption* – (BT) Gain a Time Counter / (PT) Players exile X artifacts, where X is the number of Time counters.

14-15: *Seed of Destruction* – A random creature is chosen to attack each turn if possible. When it dies, exile all other creatures that share it's CMC

16-17: *Infinite Wind* – (BT) Malabastux gains Trample and Double Strike until end of turn / (PT) Tapped creatures don't untap during Players next untap step.

18: *Spatial Engulfment* – Exile all commanders. Counter this effect when Time Counters are at 0. For each exiled Commander's, it's controller rolls a dice:

→ Odd: Remove a Time counter, target player discard a card at random

→ Even: Add a time counter, target player draws a card

19: *Void Corruption* - Malabastux gains control of a random creature from each player. They gain haste and attack this turn if able. Sacrifice them at the end of the turn.

20: *Void Walk* – Until end of turn Malabastux phases out. Each player may choose to phase out too, if they do, roll a dice for each player:

→ Odd: Destroy all nonland permanents that player controls. Gain a Time counter

→ Even: Target Player draws 5 cards and has no max hand size indefinitely. Remove a Time counter.

Damballa, The Eighth Sea



Vigilance

Power: 11 / Toughness: 100

Immune to destroy or exile effects

Immune to deathtouch, poison, toxic and lifesteal effects

Cannot leave the battlefield

Boss toughness does not reset at end step

When Damballa has toughness lower than or equal to zero, players win the game.

Combat Abilities:

Hardened Scales: Boss takes no combat damage for attacking or blocking a creature.

Tentacles Grab: When Damballa deals 5 or more damage to a player, that player phases out until 10 damage is dealt to Damballa. Only 2 players can be grabbed by the tentacles at once. At the beginning of each PT upkeep, each phased out Player sacrifices a land and loses 3 life.

Ominous Sea: Damballa can block up to X creatures, where X is the number of players. Whenever Damballa blocks a creature, exile it until next BT upkeep.

At the beginning of each BT upkeep and before D20 roll:

Rising Seas – Each Player takes X damage, where X is the number of Artifacts and Enchantments they control. Each Player can reduce this effect by 1 by paying ① for each Artifact and/or Enchantment.

At the beginning of each upkeep, roll a D20:

1-2: *Dive into the depths* -- (BT) Damballa becomes unblockable until end of turn / (PT) Damballa phases out until end of turn.

3-5: *Might of an Ancient Being* -- Damballa gains Trample, Hexproof, Lifelink and Double Strike until end of turn.

6: *Your Last 10 Seconds of Life* -- All creatures phased out with 10 Time Counters. Creatures that are already phased out lose 5 counters instead. At the beginning of each upkeep, remove a Time counter. When the last counter is removed, return these creatures on the Battlefield.

7: *Rogue Wave* -- Choose a player at random. Return all nonland permanents target chosen player controls to their owner's hand. Target player can sacrifice 2 nonland permanents to counter this effect.

8: *Drowned without Hope* -- Choose a Player at random. Destroy all lands that player controls, unless its controller pays 10 life.

9: *Where Gods Tread Not* -- Return all lands each player controls to their owner's hand. Each player can sacrifice 2 lands to counter this effect.

10: *Tentacle Grab* -- Target player not already under the effects of a Tentacle Grab phases out. If this is the third player, the first grabbed player phases in. Grabbed Player apply the effects of a Tentacle Grab.

11: *Frozen Star Beam* -- For each player, exile the highest CMC permanents they control. If two or more permanents share the highest CMC, choose one randomly.

12: *Tsunami* -- (BT) Return all creatures players control to their owners hand / (PT) Creatures can't attack Damballa unless their controller pays X, where X is the number of players, for each creature they control that's attacking Damballa until end of turn.

13: *Wave of Hidden Shadows* -- Damballa deals X damage to each player, where X is the number of lands each player controls. (Each Player is calculated individually)

14: *Seized and Devoured* -- (BT) Only one random player can block this turn / (PT) Each Player discards two cards

15-17: *On Stirring Seas of Salted Blood* -- For each player, tap all permanents they control, unless they sacrifice two permanents.

18-19: *Thunder Vortex* -- Choose a player at random. That player discards their hand, then draws 2 cards

20: *Upon the Face of the Deep* -- (BT) Damballa takes an extra turn after this one. Roll the D20 / (PT) Each Player loses 3 life and draws 3 cards.



Cyoptroxalix, Epiphany of Death

Legendary Master Avatar



Vigilance, Trample, First Strike

Power: 7 / Toughness: 100

Immune to destroy or exile effects

Immune to deathtouch, poison, toxic and lifesteal effects

Cannot leave the battlefield

Boss toughness does not reset at end step

When Cyoptroxalix has toughness lower than or equal to zero, players win the game.

Combat Abilities:

Barkskin: Boss takes no combat damage for attacking or blocking a creature and has 50% damage reduction (every damage is halved, rounded down).

Cycle of the elements: When Cyoptroxalix attacks, reveal the top card of each Players library. If a land is revealed, each Player loses 5 life. If an artifact or enchantment is revealed, mill that card.

Infinite Roots: Damballa can block up to twice X creatures, where X is the number of players. Whenever Cyoptroxalix blocks a creature, it doesn't untap at the beginning of the next PT.

At the beginning of each BT upkeep and before D20 roll:

Force of Nature – Cyoptroxalix Gains 5 Life. Each Player loses 1 life for each creature in their graveyard.

At the beginning of each upkeep, roll a D20:

1: Whispers of Affliction – Roll D6; Return all permanents with CMC equal to the result to their owner's hand, then each player discards a card

2: Every Vine a Noose – Flip a coin twice:

→ Heads: tap even CMC permanents

→ Tails: tap odd CMC Permanents.

If a permanent is already tapped, destroy it instead

3: Curtain of Ire – All Players phase out for X PT, where X is the number of Players. At the beginning of each upkeep, a player chosen randomly phases in. Already phased out Player loses 10 life instead.

4-6: Mental Prolapse – Each Player Mills 5 cards. Each Player loses 3 life for each enchantment or artifact milled this way. Cyoptroxalix gains Lifelink until end of turn.

7: Brain Harvest – Each Player draws X Cards and loses X life, where X is the number of lands they control.

8-10: Embryonic Anomaly – Destroy all creatures, unless their controller pays ② for each. Then each Player loses 1 life for each creature in their graveyard.

11: Shards of Scorched Flesh – Roll a D6: Green is 1, Red is 2, Blue is 3, White is 4, Black is 5, Uncolored is 6. Destroy all nonland permanents equal to result.

12-15: Threshold of Perception –

Odd: Each Player tap three lands. They do not untap until the D20 roll another even number.

Even: Each Player tap four nonland permanents. They do not untap until the D20 roll another odd number.

16: Terror of a Thousand Faces – For each Player, exile all permanents face down and shuffle them. Each Player chooses 10 cards randomly and returns them to the battlefield. Put the rest into their owners' graveyards.

17-18: Prognosis Confirmed – (BT) Destroy all Creatures / (PT) Destroy all Artifacts and Enchantments. Counter each effect by milling X cards where X is the number of permanents destroyed.

19: One Body Too Many – Each Player destroys the creature they control with the highest power. Then each player taps X creatures they control, where X is the power of the destroyed creature.

20: Chamber of Eyes – Each player draws a card and then discards any amount of cards. Roll a D 20. If the total CMC of all cards discarded this way is less than the result, destroy all nonland permanents



Notremorkion, Bringer of Blight

Legendary Poison Treefolk Demon



Vigilance, Annihilator 1

Power: 8 / Toughness: 100

Immune to destroy or exile effects

Immune to deathtouch, poison, toxic and lifesteal effects

Cannot leave the battlefield

Boss toughness and Ziggurat wall does not reset at end step

When Notremorkion has toughness lower than or equal to zero, players win the game.

Combat Abilities:

Fireshield: Notremorkion takes no combat damage for attacking or blocking a creature and has 50% non combat damage reduction (every non combat damage is halved, rounded down)

Backfire: Whenever Notremorkion is dealt damage. It deals X damage to the source controller where X is the number of players.

Ziggurat: When Notremorkion deals combat damage to a player, that player phases out to a special realm called 'Ziggurat' (*While a Player is phased out, they are treated, them and all permanent they control, as though they don't exist*). Then Spawn a 0/50 Legendary Wall Creature with Defender and Hexproof called Ziggurat on the battlefield.

When Ziggurat leaves the battlefield, any phased out player phases in.

If any Player is in the Ziggurat:

(BT) at the beginning of each BT upkeep, each phased out player loses 1 life and put a +1/+1 counter on Notremorkion

(PT) at the beginning of each PT upkeep, each phased out player loses 1 life and Notremorkion gains that many life.

At the beginning of each upkeep, roll a D20:

1: Destroy All Hope – Notremorkion gains Lifelink, Deathtouch and Double strike until end of turn. Then for each player in the Ziggurat, Notremorkion gains 5 Life.

2-3: Blighted Wake – (BT) Notremorkion gains Trample and Toxic X, where X is its Power until end of turn / (PT) Each Player loses 5 life.

4: Wave of Sorrow – Players must sacrifice any number of nonland permanents that add up to 15 total CMC. If they can't, each Player loses life equal to the difference and Notremorkion gains that many life.

5-6: Noxious Confinement – Each Player in the Ziggurat loses 10 life unless they sacrifice a land.

7-9: Dripping Appendage – (BT) Destroy all enchantments / (PT) Destroy all artifacts.

10: Ubiquitous Destruction – (BT) Notremorkion gains Unblockable and Double Strike until end of turn / (PT) Each Player draws 2 cards then discards 4 cards.

11: Summit of Despair – Each Player chooses two creatures at random. They have base power and toughness 0/1, and lose all other abilities, card types, and creature types. Then each player sacrifices two permanents that share the highest CMC.

12-13: Body of Rot – Put a -1/-1 counter on all creatures on the battlefield. Then each Player gets a Poison counter..

14-15: Poisonous Presence – (BT) Proliferate (*Choose any number of permanents and/or players, then give each another counter of each kind already there.*) / (PT) Put two -1/-1 counters on all creatures on the battlefield.

16-17: Forsaken Madness – Exile a graveyard at random. Return X lands to their owners hand, where X is the number of Players.

18: Blight Beam – (BT) For each Player, choose a land at random. That land becomes a basic land, can produce only one uncolored mana, and loses all other abilities and mana abilities. / (PT) All lands on the battlefield become basic land types and produce uncolored mana until end of turn.

19: Sanctum of Malice – Spawn an enchantment with "At the beginning of each PT upkeep, put a -1/-1 counter on all creatures on the battlefield"

20: Annihilator Beam – Put a +1 Annihilator counter on Notremorkion. Each Player loses X life, where X is the Annihilator level of Notremorkion.