Cabal Coffers

Land

{2}, {T}: Add {B} for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Consuming Corruption {B}{B}

Instant

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

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Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead of Winter 2{B}

Sorcery

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

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Dreams of Steel and Oil {B}

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

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Insatiable Avarice (B)

Sorcery

Spree (Choose one or more additional costs.)
+ {2} -- Search your library for a card, then shuffle and put that card on top.
+ {B}{B} -- Target player draws three cards and loses 3 life.

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+ {B}{B} -- Target player draws three cards and loses 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Wretched Sorrow (X)(B)

Instant

As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.
March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.

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Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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Necromentia {1}{B}{B}

Sorcery

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peer into the Abyss {4}{B}{B}{B}

Sorcery

Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Profane Tutor

Sorcery

Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DaGaulle - Modern v3 Group A5EB24 (Bontu's Last Reckoning, Wrench Mind) (sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Sheoldred, the Apocalypse 2BB

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sign in Blood BB

Sorcery

Target player draws two cards and loses 2 life.

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Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

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Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead of Winter {2}{B}

Sorcery

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead of Winter {2}{B}

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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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Necromentia {1}{B}{B}

Sorcery

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Victim of Night {B}{B}

Instant

Destroy target non-Vampire, non-Werewolf, non-Zombie creature.

[sideboard]

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