Beseech the Queen {2/B}{2/B}{2/B}

Sorcery

({2/B} can be paid with any two mana or with {B}. This card's mana value is 6.)
Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bloodchief's Thirst {B}

Sorcery

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

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Cabal Coffers

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Walri - Modern (Modern League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Cabal Coffers

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damnation {2}{B}{B}

Sorcery

Destroy all creatures. They can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Petition {3}{B}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dread Fugue {B}

Sorcery

Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card.

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.

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaze of Granite {X}{B}{B}{G}

Sorcery

Destroy each nonland permanent with mana value X or less.

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Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indatha Triome

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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+ {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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Sludge (4)(B)

Sorcery

Target player discards a card for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Path of Peril {1}{B}{B}

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy all creatures [with mana value 2 or less].

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending {X}{W}

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Salvage {3}{B}{B}

Sorcery

Exile target nonland card from your graveyard. Search your library for any number of cards with the same name as that card, reveal them, put them into your hand, then shuffle.

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Sunken Citadel

Land -- Cave

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped. As it enters, choose a color.
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{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Scrying 1G

Sorcery

Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sylvan Scrying 1G

Sorcery

Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torment of Hailfire XBB

Sorcery

Repeat the following process X times. Each opponent loses 3 life unless that player sacrifices a nonland permanent of their choice or discards a card.

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Urborg, Tomb of Yawgmoth

Legendary Land

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

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Verdant Catacombs

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildest Dreams {X}{X}{G}

Sorcery

Return X target cards from your graveyard to your hand. Exile Wildest Dreams.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Shelters All

Legendary Land

Boseiju enters tapped.
{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Break the Ice {B}{B}

Sorcery

Destroy target land that is snow or could produce {C}.
Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crime {3}{W}{B}

Sorcery

Put target creature or enchantment card from an opponent's graveyard onto the battlefield under your control.

[sideboard]

- - - RIGHT HALF - - -

Punishment {X}{B}{G}

Sorcery

Destroy each artifact, creature, and enchantment with mana value X.

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Culling Ritual {2}{B}{G}

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flay Essence {1}{B}{B}

Sorcery

Exile target creature or planeswalker. You gain life equal to the number of counters on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruesome Encore {2}{B}

Sorcery

Put target creature card from an opponent's graveyard onto the battlefield under your control. It gains haste. Exile it at the beginning of the next end step. If that creature would leave the battlefield, exile it instead of putting it anywhere else.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Oketra's Last Mercy {1}{W}{W}

Sorcery

Your life total becomes equal to your starting life total. Lands you control don't untap during your next untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadows' Verdict {3}{B}{B}

Sorcery

Exile all creatures and planeswalkers with mana value 3 or less from the battlefield and all creature and planeswalker cards with mana value 3 or less from all graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umori, the Collector {2}{B/G}{B/G}

Legendary Creature -- Ooze

Companion -- Each nonland card in your starting deck shares a card type. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
As Umori enters, choose a card type. Spells you cast of the chosen type cost {1} less to cast.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Walri - Modern (Modern League) sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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