Ad Nauseam {3}{B}{B}

Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. You may repeat this process any number of times.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Angel's Grace {W}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.

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City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

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City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadship Reef

Land

{T}: Add {C}.
{1}, {T}: Put a storage counter on this land.
{1}, Remove X storage counters from this land: Add X mana in any combination of {U} and/or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Mine

Land

This land enters with three mining counters on it.
{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Storm {1}{R}{R}

Instant

Lightning Storm deals X damage to any target, where X is 3 plus the number of charge counters on Lightning Storm.
Discard a land card: Put two charge counters on Lightning Storm. You may choose a new target for it. Any player may activate this ability but only if Lightning Storm is on the stack.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Bloom

Artifact

Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three 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.)
{T}, Sacrifice this artifact: Add three mana of any one color.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pact of Negation 0

Instant

Counter target spell.
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

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Pentad Prism 2

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

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Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Unlife {2}{W}

Enchantment

You don't lose the game for having 0 or less life.
As long as you have 0 or less life, all damage is dealt to you as though its source had infect. (Damage is dealt to you in the form of poison counters.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visions (U)

Sorcery

Draw a card. Scry 2.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide (2)(R)

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Maestro, Rubén - Modern v3 Group B55ED2 (Angel's Grace, Pentad Prism) (Li sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Exile this card from your hand: Add {R}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spoils of the Vault (B)

Instant

Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spoils of the Vault (B)

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Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.

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Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

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]

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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

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

Echoing Truth (1)(U)

Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sideboard]

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Ethereal Haze (W)

Instant -- Arcane

Prevent all damage that would be dealt by creatures this turn.

[sideboard]

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Prevent all damage that would be dealt by creatures this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laboratory Maniac (2)(U)

Creature -- Human Wizard

If you would draw a card while your library has no cards in it, you win the game instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity (2)(W)(W)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

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Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
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Leyline of Sanctity {2}{W}{W}

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You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patrician's Scorn {3}{W}

Instant

If you've cast another white spell this turn, you may cast this spell without paying its mana cost.
Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slaughter Pact {0}

Instant

Destroy target nonblack creature.
At the beginning of your next upkeep, pay {2}{B}. If you don't, you lose the game.

[sideboard]

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