

Coldsteel Heart2 Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coldsteel Heart2 Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coldsteel Heart2 Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coldsteel Heart2 Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cryptic Command1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Command1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Command1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Command1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Decree of Justice X X 2 W W Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Justice X X 2 W W Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Justice X X 2 W W Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate 1 U Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sphinx's Revelation XWUU Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation XWUU Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation XWUU Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation XWUU Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transguild Promenade Land This land enters tapped. When this land enters, sacrifice it unless you pay {1}. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vivid Creek Land This land enters tapped with two charge counters on it. {T}: Add {U}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Creek Land This land enters tapped with two charge counters on it. {T}: Add {U}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Creek Land This land enters tapped with two charge counters on it. {T}: Add {U}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Creek Land This land enters tapped with two charge counters on it. {T}: Add {U}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vivid Meadow Land This land enters tapped with two charge counters on it. {T}: Add {W}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Meadow Land This land enters tapped with two charge counters on it. {T}: Add {W}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Meadow Land This land enters tapped with two charge counters on it. {T}: Add {W}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Meadow Land This land enters tapped with two charge counters on it. {T}: Add {W}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Back to Nature16 Instant Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Back to Nature16 Instant Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel3WW Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baneslayer Angel3WW Creature -- Angel Flying, first strike, lifelink, protection from Demons and from Dragons [sideboard] 5/5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Celestial Purge1W Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Purge1W Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Judgment2WW Sorcery Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Detention Sphere1WU Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
DispelU Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	DispelU Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flashfreeze1U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flashfreeze1U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B R

This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

8/8

Stormtide Leviathan (5UUU)

Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
All lands are Islands in addition to their other types.
Creatures without flying or islandwalk can't attack.

8/8

① W W U

This spell can't be countered.
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev