

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	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	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	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
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 $\{1\}, \{T\}: \text{Add } \{W\}\{U\}.$

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Land

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

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Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

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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}.

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Land -- Plains Island

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

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Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Laboratory Maniac2U Creature -- Human Wizard If you would draw a card while your library has no cards in it, you win the game instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Storm1RR 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orzhov Signet Artifact {1}, {T}: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Signet Artifact {1}, {T}: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pentad Prism 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pentad Prism 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pentad Prism 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pentad Prism 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hurkyl's Recall 1U Instant Return all artifacts target player owns to their hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Return all artifacts target player owns to their hand.

[sidebar]

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2 W W

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.)

[sidebar]

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[sidebar]

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[sidebar]

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[sideboard]

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

[sidebar]

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W

Your opponents can't cast spells this turn.

[sidebar]

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[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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Slaughter Pact

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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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Supreme Verdict

1WWU

Sorcery

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

[sideboard]

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