

Annul Instant Counter target artifact or enchantment spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Vise Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Vise Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Vise Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Black Vise Artifact As this artifact enters, choose an opponent. At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chain of Vapor Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Daze 1 U Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flash of Insight X 1 U Instant Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foil 2 U U Instant You may discard an Island card and another card rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken City Land This land doesn't untap during your untap step. At the beginning of your upkeep, you may exile a card from your hand. If you do, untap this land. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island ($\{T\}$): Add $\{U\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Short Instant Tap all lands target player controls and that player loses all unspent mana. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Powder Keg Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. $\{T\}$, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Powder Keg Artifact At the beginning of your upkeep, you may put a fuse counter on this artifact. $\{T\}$, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stasis Enchantment Players skip their untap steps. At the beginning of your upkeep, sacrifice this enchantment unless you pay $\{U\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Enchantment Players skip their untap steps. At the beginning of your upkeep, sacrifice this enchantment unless you pay $\{U\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Enchantment Players skip their untap steps. At the beginning of your upkeep, sacrifice this enchantment unless you pay $\{U\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Enchantment Players skip their untap steps. At the beginning of your upkeep, sacrifice this enchantment unless you pay $\{U\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thwart 2UU Instant You may return three Islands you control to their owner's hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thwart 2UU Instant You may return three Islands you control to their owner's hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thwart 2UU Instant You may return three Islands you control to their owner's hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Upheaval 4UU Sorcery Return all permanents to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze 1U Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill 1U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill 1U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chill 1U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hibernation 2U Instant Return all green permanents to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tormod's Crypt

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Tormod's Crypt

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Upheaval

Sorcery

Return all permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - DaiH - Premodern v3 Group 70AA4F (Upheaval, Mana Short) (SPMCR Nacional P

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.