

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 PLAYbotbox.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 PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress ⓑ Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③ Ⓤ Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③ Ⓤ Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③ Ⓤ Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fact or Fiction ③ Ⓤ Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike Ⓤ Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike Ⓤ Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike Ⓤ Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force Spike Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 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	Memory Lapse Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Lapse Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Lapse Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Memory Lapse Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Probe Sorcery Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Draw three cards, then discard two cards. If this spell was kicked, target player discards two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Probe Sorcery Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Draw three cards, then discard two cards. If this spell was kicked, target player discards two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Probe Sorcery Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Draw three cards, then discard two cards. If this spell was kicked, target player discards two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Psychatog Creature -- Atog Discard a card: This creature gets +1/+1 until end of turn. Exile two cards from your graveyard: This creature gets +1/+1 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Psychatog Creature -- Atog Discard a card: This creature gets +1/+1 until end of turn. Exile two cards from your graveyard: This creature gets +1/+1 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Psychatog Creature -- Atog Discard a card: This creature gets +1/+1 until end of turn. Exile two cards from your graveyard: This creature gets +1/+1 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Psychatog Creature -- Atog Discard a card: This creature gets +1/+1 until end of turn. Exile two cards from your graveyard: This creature gets +1/+1 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Recoil ①④③ Instant Return target permanent to its owner's hand. Then that player discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recoil ①④③ Instant Return target permanent to its owner's hand. Then that player discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Repulse ②④ Instant Return target creature to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Repulse ②④ Instant Return target creature to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Repulse ②④ Instant Return target creature to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Salt Marsh Land This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Salt Marsh Land This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Salt Marsh Land This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Salt Marsh Land This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undermine Instant Counter target spell. Its controller loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undermine Instant Counter target spell. Its controller loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undermine Instant Counter target spell. Its controller loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duress 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	Engineered Plague Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gainsay Instant Counter target blue spell. [sideboard] 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gainsay Instant Counter target blue spell. [sideboard] 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gainsay Instant Counter target blue spell. [sideboard] 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. [sideboard] B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. [sideboard] B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghastly Demise Instant Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard. [sideboard] B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innocent Blood Sorcery Each player sacrifices a creature of their choice. [sideboard] B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innocent Blood Sorcery Each player sacrifices a creature of their choice. [sideboard] B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innocent Blood Sorcery Each player sacrifices a creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recoil Instant Return target permanent to its owner's hand. Then that player discards a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wonder Creature -- Incarnation Flying As long as this card is in your graveyard and you control an Island, creatures you control have flying. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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