

Black Vise ① 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 PLAYbotbox.dev	Black Vise ① 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 PLAYbotbox.dev	Black Vise ① 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 PLAYbotbox.dev	Black Vise ① 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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
Daze 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 PLAYbotbox.dev	Daze 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 PLAYbotbox.dev	Flash of Insight 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 PLAYbotbox.dev	Foil 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 PLAYbotbox.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	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	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	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
Gush Instant You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gush Instant You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gush Instant You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gush Instant You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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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	Portent Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Portent Ⓢ Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent Ⓢ Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis ①Ⓢ 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 ①Ⓢ 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
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Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu1 U Instant Counter target artifact or enchantment spell. [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

Brain Freeze 1 U 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 PLAY botbox.dev	Chill 1 U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chill 1 U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Flare U Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0. At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Essence Flare U Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0. At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hibernation 2 U Instant Return all green permanents to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Upheaval 4 U U Sorcery Return all permanents to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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