

Beyeen Veil

(1)(U)

Instant

Creatures your opponents control get -2/-0 until end of turn.

- - - BACK FACE - - -

Beyeen Coast

Land

This land enters tapped.  
{T}: Add {U}.

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Counterspell

(U)(U)

Instant

Counter target spell.

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(U)(U)

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Counter target spell.

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Counterspell

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Instant

Counter target spell.

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Fallaji Archaeologist

(1)(U)

Creature -- Human Scout

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

0/3

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Playtest cards - Carreta - Modern (Super RCQ CCG Modern 5K)

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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each



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| <div><div>Goblin Charbelcher④</div><div>Artifact</div><div><p>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Goblin Charbelcher④</div><div>Artifact</div><div><p>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Goblin Charbelcher④</div><div>Artifact</div><div><p>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Hydroelectric Specimen②①</div><div>Creature -- Weird</div><div><div>Flash</div><div>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div></div><div>1/4</div><div>--- BACK FACE ---</div><div><div>Hydroelectric Laboratory</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div><div><div><div></div><div><b>Pact of Negation</b></div><div>⑥</div></div></div><div><div>Instant</div><div>Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sea Gate Restoration</b></div><div>④①①①①</div></div></div><div><div>Sorcery</div><div>Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Silundi Vision</b></div><div>②①①</div></div></div><div><div>Instant</div><div>Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sink into Stupor</b></div><div>①①①①①</div></div></div><div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    |
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| <div> <b>Suppression Ray</b> <span>3</span><span>W/U</span><span>W/U</span> </div> <div>Sorcery</div> <div> Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) </div> <div> <div>----- BACK FACE -----</div> <b>Orderly Plaza</b> <div>Land</div> <div> This land enters tapped. {T}: Add {W} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Suppression Ray</b> <span>3</span><span>W/U</span><span>W/U</span> </div> <div>Sorcery</div> <div> Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) </div> <div> <div>----- BACK FACE -----</div> <b>Orderly Plaza</b> <div>Land</div> <div> This land enters tapped. {T}: Add {W} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Suppression Ray</b> <span>3</span><span>W/U</span><span>W/U</span> </div> <div>Sorcery</div> <div> Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) </div> <div> <div>----- BACK FACE -----</div> <b>Orderly Plaza</b> <div>Land</div> <div> This land enters tapped. {T}: Add {W} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Suppression Ray</b> <span>3</span><span>W/U</span><span>W/U</span> </div> <div>Sorcery</div> <div> Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) </div> <div> <div>----- BACK FACE -----</div> <b>Orderly Plaza</b> <div>Land</div> <div> This land enters tapped. {T}: Add {W} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div> <b>Tameshi, Reality Architect</b> <span>2</span><span>U</span> </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn. {X}{W}, Return a land you control to its owner's hand: Return target artifact or enchantment card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery. </div> <div> <div>2/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                  | <div> <b>Tameshi, Reality Architect</b> <span>2</span><span>U</span> </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn. {X}{W}, Return a land you control to its owner's hand: Return target artifact or enchantment card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery. </div> <div> <div>2/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                  | <div> <b>Tameshi, Reality Architect</b> <span>2</span><span>U</span> </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn. {X}{W}, Return a land you control to its owner's hand: Return target artifact or enchantment card with mana value X or less from your graveyard to the battlefield. Activate only as a sorcery. </div> <div> <div>2/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                  | <div> <b>Tamiyo, Inquisitive Student</b> <span>U</span> </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Flying<br/>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. </div> <div> <div>0/3</div> <div> <div>----- BACK FACE -----</div> <b>Tamiyo, Seasoned Scholar</b> <div> Legendary Planeswalker -- Tamiyo </div> <div> [+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.<br/>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.<br/>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no </div> <div> <div>L 2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div> |

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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.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Whir of Invention (X)(U)(U)(U)</div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whir of Invention (X)(U)(U)(U)</div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whir of Invention (X)(U)(U)(U)</div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whir of Invention (X)(U)(U)(U)</div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Consign to Memory (U)</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Consign to Memory (U)</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Consign to Memory (U)</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Echoing Truth (1)(U)</div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |

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| <div><div>Echoing Truth</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Flusterstorm</div><div><div>U</div></div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Harbinger of the Seas</div><div><div>1</div><div>U</div><div>U</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Harbinger of the Seas</div><div><div>1</div><div>U</div><div>U</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div>Spell Snare</div><div><div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Spell Snare</div><div><div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |

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| <div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unable to Scream</div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</div> <div>As long as enchanted creature is face down, it can't be turned face up.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unable to Scream</div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</div> <div>As long as enchanted creature is face down, it can't be turned face up.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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