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| <div> <div>Beyeen Veil1U</div> <div>Instant</div> <div>Creatures your opponents control get -2/-0 until end of turn.</div> <div>----- BACK FACE -----</div> <div>Beyeen Coast</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Disrupting ShoalXUU</div> <div>Instant -- Arcane</div> <div>You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost.<br/>Counter target spell if its mana value is X.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                            | <div> <div>Disrupting ShoalXUUU</div> <div>Instant -- Arcane</div> <div>You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost.<br/>Counter target spell if its mana value is X.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           | <div> <div>Disrupting ShoalXUUU</div> <div>Instant -- Arcane</div> <div>You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost.<br/>Counter target spell if its mana value is X.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           |
| <div> <div>Disrupting ShoalXUUU</div> <div>Instant -- Arcane</div> <div>You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost.<br/>Counter target spell if its mana value is X.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                         | <div> <div>Fallaji Archaeologist1U</div> <div>Creature -- Human Scout</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fallaji Archaeologist1U</div> <div>Creature -- Human Scout</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fallaji Archaeologist1U</div> <div>Creature -- Human Scout</div> <div>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.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - Rayvich, Maxime - Modern (Pro Tour Edge of Eternities in Atlanta, USA)

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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| <p><b>Hydroelectric Specimen</b> ② ①</p> <p>Creature -- Weird</p> <p>Flash</p> <p>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</p> <p>1/4</p> <p>--- BACK FACE ---</p> <p><b>Hydroelectric Laboratory</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>             | <p><b>Hydroelectric Specimen</b> ② ①</p> <p>Creature -- Weird</p> <p>Flash</p> <p>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</p> <p>1/4</p> <p>--- BACK FACE ---</p> <p><b>Hydroelectric Laboratory</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Hydroelectric Specimen</b> ② ①</p> <p>Creature -- Weird</p> <p>Flash</p> <p>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</p> <p>1/4</p> <p>--- BACK FACE ---</p> <p><b>Hydroelectric Laboratory</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Hydroelectric Specimen</b> ② ①</p> <p>Creature -- Weird</p> <p>Flash</p> <p>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</p> <p>1/4</p> <p>--- BACK FACE ---</p> <p><b>Hydroelectric Laboratory</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Into the Flood Maw</b> ① ①</p> <p>Instant</p> <p>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</p> <p>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Jwari Disruption</b> ① ①</p> <p>Instant</p> <p>Counter target spell unless its controller pays {1}.</p> <p>--- BACK FACE ---</p> <p><b>Jwari Ruins</b></p> <p>Land</p> <p>This land enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                | <p><b>Jwari Disruption</b> ① ①</p> <p>Instant</p> <p>Counter target spell unless its controller pays {1}.</p> <p>--- BACK FACE ---</p> <p><b>Jwari Ruins</b></p> <p>Land</p> <p>This land enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                | <p><b>Jwari Disruption</b> ① ①</p> <p>Instant</p> <p>Counter target spell unless its controller pays {1}.</p> <p>--- BACK FACE ---</p> <p><b>Jwari Ruins</b></p> <p>Land</p> <p>This land enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                |

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| <div><div>Lotus Bloom</div><div>Artifact</div><div>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.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lotus Bloom</div><div>Artifact</div><div>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.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Lotus Bloom</div><div>Artifact</div><div>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.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Lotus Bloom</div><div>Artifact</div><div>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.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div>Razorgrass Ambush<div>①W</div></div><div>Instant</div><div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Razorgrass Field</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                    | <div><div>Sea Gate Restoration<div>④UUUU</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>-----<br/>- - - BACK FACE - - -</div><div><div>Sea Gate, Reborn</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Sea Gate Restoration<div>④UUUU</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>-----<br/>- - - BACK FACE - - -</div><div><div>Sea Gate, Reborn</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Sea Gate Restoration<div>④UUUU</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>-----<br/>- - - BACK FACE - - -</div><div><div>Sea Gate, Reborn</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Sea Gate Restoration</div><div><div>4</div><div>U</div><div>U</div><div>U</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>-----<br/>- - - BACK FACE - - -</div> <div><div>Sea Gate, Reborn</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><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Soporific Springs</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><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Soporific Springs</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><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Soporific Springs</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><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Soporific Springs</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><div>Spell Snare</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Spell Snare</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><div>Spell Snare</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Spell Snare</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><div>Stern Scolding</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div>-----<br/>- - - BACK FACE - - -</div> <div><div>Stern Scolding</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>                                                |

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| <div><div><div>Stern Scolding</div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>3</div><div>U</div></div></div>                                                                                                                                                                                                                   | <div><div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>2</div><div>U</div><div>U</div></div></div> <div><div>3/3</div></div> | <div><div><div>Suppression Ray</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>3</div><div>W/U</div><div>W/U</div></div></div>                                                                                                                | <div><div><div>Suppression Ray</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>3</div><div>W/U</div><div>W/U</div></div></div>                                                                                                                |
| <div><div><div>Suppression Ray</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>3</div><div>W/U</div><div>W/U</div></div></div> | <div><div><div>Suppression Ray</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>3</div><div>W/U</div><div>W/U</div></div></div>            | <div><div><div>Tameshi, Reality Architect</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.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>2</div><div>U</div></div></div> <div><div>2/3</div></div> | <div><div><div>Tameshi, Reality Architect</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.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>2</div><div>U</div></div></div> <div><div>2/3</div></div> |



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| <div><div>Whir of Invention (XUUU)</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 (XUUU)</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 (XUUU)</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 (XUUU)</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>Dusk Rose Reliquary (W)</div><div>Artifact</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Ward {2}<br/>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <b>Flusterstorm</b> <span>U</span><br>Instant<br>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.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flusterstorm</b> <span>U</span><br>Instant<br>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.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                     | <b>Force of Negation</b> <span>1UU</span><br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Harbinger of the Seas</b> <span>1UU</span><br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                         |
| <b>Harbinger of the Seas</b> <span>1UU</span><br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Into the Flood Maw</b> <span>U</span><br>Instant<br>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                          | <b>Tezzeret the Seeker</b> <span>3UU</span><br>Legendary Planeswalker -- Tezzeret<br>[+1]: Untap up to two target artifacts.<br>[-X]: Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.<br>[-5]: Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </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> Enchant creature<br/> Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/> As long as enchanted creature is face down, it can't be turned face up. </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> Enchant creature<br/> Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/> As long as enchanted creature is face down, it can't be turned face up. </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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