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| <div> <div>Beyeen Veil</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Creatures your opponents control get -2/-0 until end of turn.</div> <div> <div>BACK FACE</div> </div> <div> <div>Beyeen Coast</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Beyeen Veil</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Creatures your opponents control get -2/-0 until end of turn.</div> <div> <div>BACK FACE</div> </div> <div> <div>Beyeen Coast</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Beyeen Veil</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Creatures your opponents control get -2/-0 until end of turn.</div> <div> <div>BACK FACE</div> </div> <div> <div>Beyeen Coast</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Disrupting Shoal</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </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. Counter target spell if its mana value is X.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                 |
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| <b>Fallaji Archaeologist</b> (1)(U)         Creature -- Human Scout <p>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.)</p> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fallaji Archaeologist</b> (1)(U)         Creature -- Human Scout <p>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.)</p> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fallaji Archaeologist</b> (1)(U)         Creature -- Human Scout <p>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.)</p> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flare of Denial</b> (1)(U)(U)         Instant <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</p> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                    |
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Playtest cards - VaineAlt - Modern (LCQ - Modern - SCG CON Portland - Friday - 4:30 pm)

sheet 5/10 - 8 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.

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| <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>-----<br/>BACK FACE</div><div>Orderly Plaza</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>-----<br/>BACK FACE</div><div>Orderly Plaza</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>-----<br/>BACK FACE</div><div>Orderly Plaza</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>-----<br/>BACK FACE</div><div>Orderly Plaza</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Tameshi, Reality Architect</b> (2)(U)</p> <p>Legendary Creature -- Moonfolk Wizard</p> <p>Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn.</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <p><b>Tameshi, Reality Architect</b> (2)(U)</p> <p>Legendary Creature -- Moonfolk Wizard</p> <p>Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn.</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <p><b>Tameshi, Reality Architect</b> (2)(U)</p> <p>Legendary Creature -- Moonfolk Wizard</p> <p>Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn.</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <p><b>Tameshi, Reality Architect</b> (2)(U)</p> <p>Legendary Creature -- Moonfolk Wizard</p> <p>Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn.</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         |
| <p><b>Thundertrap Trainer</b> (1)(U)</p> <p>Creature -- Otter Wizard</p> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Thundertrap Trainer</b> (1)(U)</p> <p>Creature -- Otter Wizard</p> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Thundertrap Trainer</b> (1)(U)</p> <p>Creature -- Otter Wizard</p> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Thundertrap Trainer</b> (1)(U)</p> <p>Creature -- Otter Wizard</p> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div>Whir of Invention (X)(U)(U)(U)</div> <div>Instant</div> <div> <p>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</p> <p>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Whir of Invention (X)(U)(U)(U)</div> <div>Instant</div> <div> <p>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</p> <p>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Whir of Invention (X)(U)(U)(U)</div> <div>Instant</div> <div> <p>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</p> <p>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Whir of Invention (X)(U)(U)(U)</div> <div>Instant</div> <div> <p>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</p> <p>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Consign to Memory (U)</div> <div>Instant</div> <div> <p>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.)</p> <p>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                              | <div>Consign to Memory (U)</div> <div>Instant</div> <div> <p>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.)</p> <p>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                              | <div>Consign to Memory (U)</div> <div>Instant</div> <div> <p>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.)</p> <p>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                              | <div>Displacement Wave (X)(U)(U)</div> <div>Sorcery</div> <div> <p>Return all nonland permanents with mana value X or less to their owners' hands.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                            |

X U U

Return all nonland permanents with mana value X or less to their owners' hands.

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①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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1 U U

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

**2/2**

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① U U

**2/2**

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U

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.) 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.

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U

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.) 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.

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| <div> <div> Mystical Dispute <div> 2 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 PLAY botbox.dev </div> </div> | <div> <div> Mystical Dispute <div> 2 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 PLAY botbox.dev </div> </div> | <div> <div> Portable Hole <div> W </div> </div> <div> Artifact </div> <div> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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