

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

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Commandeer

(5)(U)(U)

Instant

You may exile two blue cards from your hand rather than pay this spell's mana cost.  
Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disrupting Shoal

(X)(U)(U)

Instant -- Arcane

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.

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| <div><div><div>Fallaji Archaeologist</div><div><div>1</div><div>U</div></div></div><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><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist</div><div><div>1</div><div>U</div></div></div><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><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist</div><div><div>1</div><div>U</div></div></div><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><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist</div><div><div>1</div><div>U</div></div></div><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><div>0/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                 |

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| <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div><div>Force of Negation</div><div>①④④</div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div><div>Goblin Charbelcher</div><div>④</div></div><div><div>Artifact</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div><div>Goblin Charbelcher</div><div>④</div></div><div><div>Artifact</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    |
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| <div> <div>Hydroelectric Specimen 2U</div> <div>Creature -- Weird</div> <div>Flash<br/>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>1/4</div> <div>BACK FACE</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Hydroelectric Specimen 2U</div> <div>Creature -- Weird</div> <div>Flash<br/>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>1/4</div> <div>BACK FACE</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Jwari Disruption 1U</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}.</div> <div>BACK FACE</div> <div>Jwari Ruins</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                       | <div> <div>Jwari Disruption 1U</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}.</div> <div>BACK FACE</div> <div>Jwari Ruins</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                       |
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Playtest cards - Raoul024 - Modern (Modern League)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Lotus Bloom</b></p> <p>Artifact</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Sea Gate Restoration</b> ④①①①</p> <p>Sorcery</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Sea Gate, Reborn</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Sea Gate Restoration</b> ④①①①</p> <p>Sorcery</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Sea Gate, Reborn</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Sea Gate Restoration</b> ④①①①</p> <p>Sorcery</p> <p>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.</p> <p>----- BACK FACE -----</p> <p><b>Sea Gate, Reborn</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
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| <div><div>Sink into Stupor<div>①UU</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Suppression Ray<div>③W/UW/U</div></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>----- 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>③W/UW/U</div></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>----- 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>③W/UW/U</div></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>----- 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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| <div><div><div>Tameshi, Reality Architect</div><div><div>2</div><div>U</div></div></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.<br/>Activate only as a sorcery.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Tezzeret the Seeker</div><div><div>3</div><div>U</div><div>U</div></div></div><div>Legendary Planeswalker -- Tezzeret</div><div>[+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.</div><div><div>L 4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><div>Thundertrap Trainer</div><div><div>1</div><div>U</div></div></div><div>Creature -- Otter Wizard</div><div>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.)<br/>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.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thundertrap Trainer</div><div><div>1</div><div>U</div></div></div><div>Creature -- Otter Wizard</div><div>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.)<br/>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.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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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>Emrakul, the Aeons Torn (15)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> <p>[sideboard]</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Harbinger of the Seas (1)(U)(U)</div> <div>Creature -- Merfolk Wizard</div> <div> <p>Nonbasic lands are Islands.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                          |

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| <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                       | <b>Harbinger of the Seas</b> ①④④<br>Creature -- Merfolk Wizard<br>Nonbasic lands are Islands.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Into the Flood Maw</b> ④<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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                             |
| <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mystical Dispute</b> ②④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Portable Hole</b> ④W<br>Artifact<br>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                      | <b>Tezzeret the Seeker</b> ③④④<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>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Raoul024 - Modern (Modern League)

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 9/10 - 8 cards - 2.5 x 3.5 in each

U

Enchant creature  
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.  
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

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U

Enchant creature  
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.  
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[sidebar]

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