

Beyeen Veil①Ⓤ

Instant

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

----- BACK FACE -----

Beyeen Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Disrupting ShoalⓧⓊⓊ

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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Fallaji Archaeologist①Ⓤ

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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Goblin Charbelcher ④ Artifact {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. 1/4 BACK FACE Hydroelectric Laboratory Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroelectric Specimen ② U Creature -- Weird Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature. 1/4 BACK FACE Hydroelectric Laboratory Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroelectric Specimen ② U Creature -- Weird Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature. 1/4 BACK FACE Hydroelectric Laboratory Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroelectric Specimen ② U Creature -- Weird Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature. 1/4 BACK FACE Hydroelectric Laboratory Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lotus Bloom Artifact 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.) {T}, Sacrifice this artifact: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Bloom Artifact 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.) {T}, Sacrifice this artifact: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Bloom Artifact 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.) {T}, Sacrifice this artifact: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Bloom Artifact 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.) {T}, Sacrifice this artifact: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Razorgrass Ambush 1W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. ----- BACK FACE ----- Razorgrass Field Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sea Gate Restoration 4UUU Sorcery 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. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sea Gate Restoration 4UUU Sorcery 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. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sea Gate Restoration 4UUU Sorcery 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. ----- BACK FACE ----- Sea Gate, Reborn Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sink into Stupor①UU Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapback①U Instant You may exile a blue card from your hand rather than pay this spell's mana cost. Return target creature to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare①U Instant Counter target spell with mana value 2. ----- BACK FACE ----- Spell Snare Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare①U Instant Counter target spell with mana value 2. ----- BACK FACE ----- Spell Snare Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stern Scolding U Instant Counter target creature spell with power or toughness 2 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Scolding U Instant Counter target creature spell with power or toughness 2 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suppression Ray 3 W/U W/U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suppression Ray 3 W/U W/U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Whir of Invention XUUU Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whir of Invention XUUU Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whir of Invention XUUU Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Whir of Invention XUUU Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Consign to Memory U Instant 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.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory U Instant 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.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. 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	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. 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

Force of Negation ①④④ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Into the Flood Maw ④ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole ④ Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapback 1 U Instant You may exile a blue card from your hand rather than pay this spell's mana cost. Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	