

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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroelectric Specimen ② ① ④ 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 ① ④ 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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Jwari Disruption1U Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jwari Disruption1U Instant Counter target spell unless its controller pays {1}. ----- BACK FACE ----- Jwari Ruins Land This land enters tapped. {T}: Add {U}. 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
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Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Scolding Instant Counter target creature spell with power or toughness 2 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Scolding Instant Counter target creature spell with power or toughness 2 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suppression Ray 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 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 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 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	Tameshi, Reality Architect Legendary Creature -- Moonfolk Wizard 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tameshi, Reality Architect (2)(U) Legendary Creature -- Moonfolk Wizard 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tameshi, Reality Architect (2)(U) Legendary Creature -- Moonfolk Wizard 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tameshi, Reality Architect (2)(U) Legendary Creature -- Moonfolk Wizard 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundertrap Trainer (1)(U) Creature -- Otter Wizard 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.) 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thundertrap Trainer (1)(U) Creature -- Otter Wizard 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.) 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundertrap Trainer (1)(U) Creature -- Otter Wizard 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.) 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundertrap Trainer (1)(U) Creature -- Otter Wizard 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.) 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waterlogged Teachings (3)(U/B) Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. ----- BACK FACE ----- Inundated Archive Land This land enters tapped. {T}: Add {U} or {B}. 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	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	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

Harbinger of the Seas ①②③ Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①②③ 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	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
Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②③ 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	Stock Up ②③ 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

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Exile target creature and put two time counters on it. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, they remove a time counter. When the last is removed, they may play it without paying its mana cost. If it's a creature, it has haste.)

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[+1]: Untap up to two target artifacts.
[-X]: Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.
[-5]: Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev