

Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

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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.

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2/2

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Harbinger of the Seas 1UUU Creature -- Merfolk Wizard Nonbasic lands are Islands. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroelectric Specimen 2U 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 PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Lord of Atlantis UU Creature -- Merfolk Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lord of Atlantis UU Creature -- Merfolk Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lord of Atlantis UU Creature -- Merfolk Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lord of Atlantis UU Creature -- Merfolk Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept ①①① Creature -- Merfolk Wizard As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}. When this creature enters, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept ①①① Creature -- Merfolk Wizard As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}. When this creature enters, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept ①①① Creature -- Merfolk Wizard As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}. When this creature enters, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sink into Stupor ①①①① 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 PLAY botbox.dev	Sink into Stupor ①①①① 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 PLAY botbox.dev	Svyelun of Sea and Sky ①①①① Legendary Creature -- Merfolk God Svyelun has indestructible as long as you control at least two other Merfolk. Whenever Svyelun attacks, draw a card. Other Merfolk you control have ward {1}. (Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Svyelun of Sea and Sky ①①①① Legendary Creature -- Merfolk God Svyelun has indestructible as long as you control at least two other Merfolk. Whenever Svyelun attacks, draw a card. Other Merfolk you control have ward {1}. (Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MauroFylife - Modern (CCG SuperQualifier OPEN | Modern)

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 6/10 - 8 cards - 2.5 x 3.5 in each

Sygg, River Cutthroat U/B U/B Legendary Creature -- Merfolk Rogue At the beginning of each end step, if an opponent lost 3 or more life this turn, you may draw a card. (Damage causes loss of life.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tide Shaper U Creature -- Merfolk Wizard Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tide Shaper U Creature -- Merfolk Wizard Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tide Shaper U Creature -- Merfolk Wizard Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tide Shaper U Creature -- Merfolk Wizard Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tishana's Tidebinder 2 U Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tishana's Tidebinder 2 U Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tishana's Tidebinder 2 U Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dress Down 1 U Enchantment Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Tides U U Creature -- Merfolk Wizard You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) When this creature enters, you may return target tapped creature an opponent controls to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Harbinger of the Tides U U Creature -- Merfolk Wizard You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) When this creature enters, you may return target tapped creature an opponent controls to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety 2 U U Creature -- Elemental Incarnation Flash Flying 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. Evoke--Exile a blue card from your hand. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety 2 U U Creature -- Elemental Incarnation Flash Flying 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. Evoke--Exile a blue card from your hand. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety 2 U U Creature -- Elemental Incarnation Flash Flying 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. Evoke--Exile a blue card from your hand. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Extraction BP Instant ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	