

<div><div><div>Aether Vial</div><div>Artifact</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aether Vial</div><div>Artifact</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aether Vial</div><div>Artifact</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Aether Vial</div><div>Artifact</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Cavern of Souls</div><div>Land</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cavern of Souls</div><div>Land</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cavern of Souls</div><div>Land</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flare of Denial</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

① U U

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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Nonbasic lands are Islands.

2/2

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Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<p>Lord of Atlantis (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lord of Atlantis (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lord of Atlantis (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lord of Atlantis (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Master of the Pearl Trident (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Master of the Pearl Trident (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Master of the Pearl Trident (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Master of the Pearl Trident (U)(U)</p> <p>Creature -- Merfolk</p> <p>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Tirifolix92 - 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

UU

Flash
When this creature enters, tap
target creature an opponent
controls. It loses all abilities
until end of turn.

2/2

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UU

Flash
When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {U}.
{U}, {T}: Untap target legendary permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Token Land

{T}: Add {C}.
{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

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Token Land

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Token Land

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{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

<div>Silvergill Adept (1)(U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Silvergill Adept (1)(U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Silvergill Adept (1)(U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Silvergill Adept (1)(U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Sink into Stupor (1)(U)(U)</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 PLAY botbox.dev</div>	<div>Sink into Stupor (1)(U)(U)</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 PLAY botbox.dev</div>	<div>Sink into Stupor (1)(U)(U)</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 PLAY botbox.dev</div>	<div>Svyelun of Sea and Sky (1)(U)(U)</div> <div>Legendary Creature -- Merfolk God</div> <div>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}.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Svyelun of Sea and Sky 1UU </div> <div> Legendary Creature -- Merfolk God </div> <div> <p>Svyelun has indestructible as long as you control at least two other Merfolk.</p> <p>Whenever Svyelun attacks, draw a card.</p> <p>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}.)</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tide Shaper U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tide Shaper U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tide Shaper U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Tide Shaper U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tishana's Tidebinder 2U </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Harbinger of the Tides</div><div><div>U</div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>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.</div><div>[sideboard]</div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Harbinger of the Tides</div><div><div>U</div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>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.</div><div>[sideboard]</div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Hurkyl's Recall</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return all artifacts target player owns to their hand.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Hurkyl's Recall</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return all artifacts target player owns to their hand.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Relic of Progenitus</div><div><div>1</div></div></div> <div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Relic of Progenitus</div><div><div>1</div></div></div> <div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div> <div> Subtlety 2UU </div> <div> Creature -- Elemental Incarnation </div> <div> 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] </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Subtlety 2UU </div> <div> Creature -- Elemental Incarnation </div> <div> 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] </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Subtlety 2UU </div> <div> Creature -- Elemental Incarnation </div> <div> 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] </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	
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