

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dismember<div>1BPBP</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - Sea_and_sky - Modern (Modern Challenge 64)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Master of the Pearl Trident (U)(U) Creature -- Merfolk Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master of the Pearl Trident (U)(U) Creature -- Merfolk Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master of the Pearl Trident (U)(U) Creature -- Merfolk Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Trickster (U)(U) Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div>Mutavault</div><div>Token Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Mutavault</div><div>Token Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Otawara, Soaring City</div><div>Legendary Land</div><div><div><div>{T}: Add {U}.</div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Rishadan Dockhand</div><div>Creature -- Merfolk</div><div><div><div>Islandwalk (This creature can't be blocked as long as defending player controls an Island.)</div><div>{1}, {T}: Tap target land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Sink into Stupor①UUU</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>Sink into Stupor①UUU</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>Sink into Stupor①UUU</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>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Snow-Covered Island

Basic Snow Land -- Island

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Svye lun of Sea and Sky (1)(U)(U)

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

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<div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Kicker {1} (You may pay an additional {1} as you cast this spell.)</div> <div>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</div> <div>This creature gets +1/+1 as long as an opponent controls an Island.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Kicker {1} (You may pay an additional {1} as you cast this spell.)</div> <div>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</div> <div>This creature gets +1/+1 as long as an opponent controls an Island.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Kicker {1} (You may pay an additional {1} as you cast this spell.)</div> <div>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</div> <div>This creature gets +1/+1 as long as an opponent controls an Island.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Kicker {1} (You may pay an additional {1} as you cast this spell.)</div> <div>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</div> <div>This creature gets +1/+1 as long as an opponent controls an Island.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div><div>Subtlety</div><div>2UU</div></div><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.</div><div>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Subtlety</div><div>2UU</div></div><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.</div><div>[sideboard]</div><div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Surgical Extraction</div><div>BP</div></div><div><div>Instant</div><div>({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.</div><div>[sideboard]</div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	
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