

<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>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>

① BP BP

Target creature gets -5/-5 until end of turn.

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① BP BP

{B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

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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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1 U U

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① ② ③

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

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① ② ③

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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① ② ③

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1 U U

Nonbasic lands are Islands.

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2/2

<div><div><div>Harbinger of the Seas 1UUU</div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Harbinger of the Seas 1UUU</div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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>
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$$(\{T\}: \text{Add } \{U\}.)$$

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Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

2/2

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Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

2/2

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Other Merfolk creatures you control 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 PLAY botbox.dev

<div>Master of the Pearl Trident (U)(U)</div> <div>Creature -- Merfolk</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Minamo, School at Water's Edge</div> <div>Legendary Land</div> <div>{T}: Add {U}. {U}, {T}: Untap target legendary permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Oboro, Palace in the Clouds</div> <div>Legendary Land</div> <div>{T}: Add {U}. {1}: Return Oboro to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Otawara, Soaring City</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rishadan Dockhand (U)</div> <div>Creature -- Merfolk</div> <div>Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {1}, {T}: Tap target land.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rishadan Dockhand (U)</div> <div>Creature -- Merfolk</div> <div>Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {1}, {T}: Tap target land.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - B-Carp - 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 5/10 - 8 cards - 2.5 x 3.5 in each

<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>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 1UUU </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> Svyelun of Sea and Sky 1UUU </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>
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Vodalian Hexcatcher ①② Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vodalian Hexcatcher ①② Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vodalian Hexcatcher ①② Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vodalian Hexcatcher ①② Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consign to Memory ② 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 PLAY botbox.dev	Consign to Memory ② 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 PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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②

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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① U U

[sidebar]

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UU

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

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.

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①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

```
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from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

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2 U U

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.

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Subtlety

2UU

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

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Tishana's Tidebinder

2U

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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Tishana's Tidebinder

2U

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.)

[sideboard]

3/2

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