

<div>Castle Vantress</div> <div>Land</div> <div>This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Castle Vantress</div> <div>Land</div> <div>This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Combat Research</div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card." As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Combat Research</div> <div>Enchantment -- Aura</div> <div>Enchant creature Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card." As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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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.

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①

Flying
Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells.

1/1

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<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>Malcolm, Alluring Scoundrel ①②③</p> <p>Legendary Creature -- Siren Pirate</p> <p>Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Otawara, Soaring City</p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Otawara, Soaring City</p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sea-Dasher Octopus ①②③</p> <p>Creature -- Octopus</p> <p>Mutate {1}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Whenever this creature deals combat damage to a player, draw a card.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sea-Dasher Octopus ①②③</p> <p>Creature -- Octopus</p> <p>Mutate {1}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Whenever this creature deals combat damage to a player, draw a card.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Siren Stormtamer ④</p> <p>Creature -- Siren Pirate Wizard</p> <p>Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Siren Stormtamer ④</p> <p>Creature -- Siren Pirate Wizard</p> <p>Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Siren Stormtamer ④</p> <p>Creature -- Siren Pirate Wizard</p> <p>Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

<div><div>Siren Stormtamer</div><div><div>U</div></div></div> <div><div>Creature -- Siren Pirate Wizard</div><div>Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spectral Sailor</div><div><div>U</div></div></div> <div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spectral Sailor</div><div><div>U</div></div></div> <div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Subtlety</div><div><div>2UU</div></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><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Dress Down</div><div>①②</div></div><div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flusterstorm</div><div>①</div></div><div><div>Instant</div><div>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.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flusterstorm</div><div>①</div></div><div><div>Instant</div><div>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.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mystical Dispute</div><div>②③</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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