

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flare of Denial Instant You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flare of Denial Instant You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flare of Denial Instant You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flare of Denial ①④④ Instant You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation ①④④ Instant 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	Glasspool Mimic ②④ Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 --- BACK FACE --- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glasspool Mimic ②④ Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 --- BACK FACE --- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glasspool Mimic ②④ Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 --- BACK FACE --- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harbinger of the Seas (1)(U)(U) Creature -- Merfolk Wizard Nonbasic lands are Islands. 2/2 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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lord of Atlantis (U)(U) 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 (U)(U) 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	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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Master of the Pearl Trident UU 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Master of the Pearl Trident UU 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mutavault 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault 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. 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 PLAYbotbox.dev

Rishadan Dockhand U Creature -- Merfolk Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {1}, {T}: Tap target land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Dockhand U Creature -- Merfolk Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {1}, {T}: Tap target land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Dockhand U Creature -- Merfolk Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {1}, {T}: Tap target land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Dockhand U Creature -- Merfolk Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {1}, {T}: Tap target land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept 1 U 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 1 U 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 1 U 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 1 U 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 1 U U 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 1 U U 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 1 U U 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 1 U U 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 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Svyelun of Sea and Sky ①④④ 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 ①④④ 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	Tide Shaper ④ 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 PLAY botbox.dev	Tide Shaper ④ 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 PLAY botbox.dev
Tide Shaper ④ 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 PLAY botbox.dev	Tide Shaper ④ 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 PLAY botbox.dev	Vodalian Hexcatcher ①④ Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vodalian Hexcatcher ①④ Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Merfolk Wizard

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Merfolk Wizard

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Instant

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Instant

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Elemental Incarnation

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Elemental Incarnation

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Merfolk Wizard

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Tidebinder Mage U U Creature -- Merfolk Wizard When this creature enters, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	