Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curiosity {U}

Enchantment -- Aura

Enchant creature
Whenever enchanted creature deals damage to an opponent, you may draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curiosity {U}

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Curiosity {U}

Enchantment -- Aura

Enchant creature
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Daze 1U

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze 1U

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foil 2UU

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foil 2UU

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush 4U

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gush 4U

Instant

You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition {2}{U}{U}

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mariani, Stefano - Premodern v3 Group 176D38 (Memory Lapse, Fling) (Lega sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Opposition 2UU

Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reef Shaman U

Creature -- Merfolk Shaman

{T}: Target land becomes the basic land type of your choice until end of turn.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reef Shaman U

Creature -- Merfolk Shaman

{T}: Target land becomes the basic land type of your choice until end of turn.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reef Shaman U

Creature -- Merfolk Shaman

{T}: Target land becomes the basic land type of your choice until end of turn.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reef Shaman U

Creature -- Merfolk Shaman

{T}: Target land becomes the basic land type of your choice until end of turn.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootwater Thief 1U

Creature -- Merfolk Rogue

{U}: This creature gains flying until end of turn.
Whenever this creature deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and exile it, then the player shuffles.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rootwater Thief (1)(U)

Creature -- Merfolk Rogue

{U}: This creature gains flying until end of turn.
Whenever this creature deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and exile it, then the player shuffles.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootwater Thief (1)(U)

Creature -- Merfolk Rogue

{U}: This creature gains flying until end of turn.
Whenever this creature deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and exile it, then the player shuffles.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidal Warrior (U)

Creature -- Merfolk Warrior

{T}: Target land becomes an Island until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidal Warrior (U)

Creature -- Merfolk Warrior

{T}: Target land becomes an Island until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidal Warrior (U)

Creature -- Merfolk Warrior

{T}: Target land becomes an Island until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidal Warrior (U)

Creature -- Merfolk Warrior

{T}: Target land becomes an Island until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterfront Bouncer (1)(U)

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterfront Bouncer (1)(U)

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Waterfront Bouncer (1)(U)

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Orb (2)

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Orb (2)

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As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Orb (2)

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Back to Basics (2)(U)

Enchantment

Nonbasic lands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mariani, Stefano - Premodern v3 Group 176D38 (Memory Lapse, Fling) (Lega sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Back to Basics {2}{U}

Enchantment

Nonbasic lands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chill {1}{U}

Enchantment

Red spells cost {2} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Misdirection (3)(U)(U)

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.