

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
Cavern of Souls Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cursecatcher U Creature -- Merfolk Wizard Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursecatcher U Creature -- Merfolk Wizard Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursecatcher U Creature -- Merfolk Wizard Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursecatcher U Creature -- Merfolk Wizard Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Tides U U Creature -- Merfolk Wizard 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harbinger of the Tides (U)(U)

Creature -- Merfolk Wizard

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.

2/2

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Kira, Great Glass-Spinner 1UU Legendary Creature -- Spirit Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time each turn, counter that spell or ability." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lord of Atlantis UU 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 UU 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 UU 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 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.) 2/2 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.) 2/2 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - AlwaysViggy - Modern (Prima tappa LEGA MODERN 2015)

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

Merrow Reejeray 2 U Creature -- Merfolk Soldier Other Merfolk creatures you control get +1/+1. Whenever you cast a Merfolk spell, you may tap or untap target permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merrow Reejeray 2 U Creature -- Merfolk Soldier Other Merfolk creatures you control get +1/+1. Whenever you cast a Merfolk spell, you may tap or untap target permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minamo, School at Water's Edge Legendary Land {T}: Add {U}. {U}, {T}: Untap target legendary permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
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①

```
{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

{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 ②

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

① ②

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

① ②

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

① ②

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

①②

Enchant land
When this Aura enters, draw a card.
Enchanted land is an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant land
When this Aura enters, draw a card.
Enchanted land is an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spreading Seas 1 U Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spreading Seas 1 U Enchantment -- Aura Enchant land When this Aura enters, draw a card. Enchanted land is an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add **{C}**.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land. Its controller may
search their library for a basic
land card, put it onto the
battlefield, then shuffle.
```

[sidebar]

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①

Artifact

{T}: Target player exiles a card from their graveyard.

{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target noncreature spell
unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target noncreature spell
unless its controller pays {2}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

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.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

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

Unified Will 1 U Instant Counter target spell if you control more creatures than that spell's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unified Will 1 U Instant Counter target spell if you control more creatures than that spell's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unified Will 1 U Instant Counter target spell if you control more creatures than that spell's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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