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 PLAY botbox.dev

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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 PLAY botbox.dev

Deeproot Pilgrimage {1}{U}

Enchantment

Whenever one or more nontoken Merfolk you control become tapped, create a 1/1 blue Merfolk creature token with hexproof.

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deepway Navigator {W}{U}

Creature -- Merfolk Wizard

Flash
When this creature enters, untap each other Merfolk you control.
As long as you attacked with three or more Merfolk this turn, Merfolk you control get +1/+0.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flash
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Onespar - Standard v3 Group 1A08E2 (Into the Flood Maw, Namor the Sub-Mar sheet 1/10 - 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.

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When this creature enters, untap each other Merfolk you control.
As long as you attacked with three or more Merfolk this turn, Merfolk you control get +1/+0.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor of Currents {3}{U}{U}

Creature -- Merfolk Wizard

Flash
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, return up to one other target nonland permanent to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Wizard

Flash
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When this creature enters, return up to one other target nonland permanent to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodpits Drowner {1}{U}

Creature -- Merfolk

Flash
Vigilance
When this creature enters, tap target creature an opponent controls and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodpits Drowner {1}{U}

Creature -- Merfolk

Flash
Vigilance
When this creature enters, tap target creature an opponent controls and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Island

({T}: Add {W} or {U}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hide on the Ceiling (X)(U)

Instant

Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw (U)

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindspring Merfolk (U)

Creature -- Merfolk Wizard

Exhaust -- {X}{U}{U}, {T}: Draw X cards. Put a +1/+1 counter on each Merfolk creature you control. (Activate each exhaust ability only once.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistway Spy (U)

Creature -- Merfolk Detective

Flying
Disguise {1}{U} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, until end of turn, whenever a creature you control deals combat damage to a player, investigate.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird {X}{U}

Creature -- Bird Bard

Flying
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Namor the Sub-Mariner {1}{U}{U}

Legendary Creature -- Mutant Merfolk Villain

Flying
Namor's power is equal to the number of Merfolk you control.
Whenever you cast a noncreature spell with one or more blue mana symbols in its mana cost, create that many 1/1 blue Merfolk creature tokens.

***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Secluded Courtyard

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 or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Identity (U)

Instant

Choose one --
* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.
* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Pierce (U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wanderbrine Trapper (W)

Creature -- Merfolk Scout

{1}, {T}, Tap another untapped creature you control: Tap target creature an opponent controls.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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Creature -- Merfolk Scout

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor of Currents (3)(U)(U)

Creature -- Merfolk Wizard

Flash
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, return up to one other target nonland permanent to its owner's hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor of Currents (3)(U)(U)

Creature -- Merfolk Wizard

Flash
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, return up to one other target nonland permanent to its owner's hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodpits Drowner (1)(U)

Creature -- Merfolk

Flash
Vigilance
When this creature enters, tap target creature an opponent controls and put a stun counter on it.
{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk

Flash
Vigilance
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{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hide on the Ceiling {X}{U}

Instant

Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile X target artifacts and/or creatures. Return the exiled cards to the battlefield under their owners' control at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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If a card or token would be put into a graveyard from anywhere, exile it instead.

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If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Sense {1}{U}

Instant

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)
Counter target instant spell, sorcery spell, or triggered ability.

[sideboard]

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[sideboard]

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

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[sideboard]

3/2

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