## Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cephalid Coliseum

Land

{T}: Add {U}. This land deals 1 damage to you.
Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target spell.

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## Counterspell {U}{U}

Instant

Counter target spell.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gush {4}{U}

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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**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

**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

**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

**Island**

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

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

## 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


## Opt {U}

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Opt {U}

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Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - Kask1 - Premodern v3 Group 7137AC (Boomerang, Vision Charm) (Premodern Ch** sheet 4/10 - 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.

## Opt {U}

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patron Wizard {U}{U}{U}

Creature -- Human Wizard

Tap an untapped Wizard you control: Counter target spell unless its controller pays {1}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patron Wizard {U}{U}{U}

Creature -- Human Wizard

Tap an untapped Wizard you control: Counter target spell unless its controller pays {1}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Portent {U}

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Portent (U)

Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.
Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rootwater Mystic (U)

Creature -- Merfolk Wizard

{1}{U}: Look at the top card of target player's library.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Wizard

{1}{U}: Look at the top card of target player's library.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tidal Visionary (U)

Creature -- Merfolk Wizard

{T}: Target creature becomes the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Wizard

{T}: Target creature becomes the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Wizard

{T}: Target creature becomes the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tidal Visionary (U)

Creature -- Merfolk Wizard

{T}: Target creature becomes the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unsummon (U)

Instant

Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Unsummon** (U)

Instant

Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Unsummon** (U)

Instant

Return target creature to its owner's hand.

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)

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

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Instant

Counter target artifact or enchantment spell.

[sideboard]

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Counter target artifact or enchantment spell.

[sideboard]

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Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Kask1 - Premodern v3 Group 7137AC (Boomerang, Vision Charm) (Premodern Ch** sheet 8/10 - 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.

## 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

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legacy's Allure {U}{U}

Enchantment

At the beginning of your upkeep, you may put a treasure counter on this enchantment.
Sacrifice this enchantment: Gain control of target creature with power less than or equal to the number of treasure counters on this enchantment. (This effect lasts indefinitely.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

At the beginning of your upkeep, you may put a treasure counter on this enchantment.
Sacrifice this enchantment: Gain control of target creature with power less than or equal to the number of treasure counters on this enchantment. (This effect lasts indefinitely.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Submerge {4}{U}

Instant

If an opponent controls a Forest and you control an Island, you may cast this spell without paying its mana cost.
Put target creature on top of its owner's library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Instant

If an opponent controls a Forest and you control an Island, you may cast this spell without paying its mana cost.
Put target creature on top of its owner's library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tidal Warrior {U}

Creature -- Merfolk Warrior

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Warrior

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Kask1 - Premodern v3 Group 7137AC (Boomerang, Vision Charm) (Premodern Ch** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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