Aether Vial (1)

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 PLAY botbox.dev

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

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As this land enters, choose a creature type.
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{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

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

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Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {1}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) 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.

Cursecatcher {U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursecatcher {U}

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1/1

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

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) sheet 2/10 - 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.

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

Kira, Great Glass-Spinner (1)(U)(U)

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 PLAY botbox.dev

Kira, Great Glass-Spinner (1)(U)(U)

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 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

Lord of Atlantis (U)(U)

Creature -- Merfolk

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) sheet 3/10 - 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.

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

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of Waves {3}{U}

Creature -- Merfolk Wizard

Protection from red
Elemental creatures you control get +1/+1.
When this creature enters, create a number of 1/0 blue Elemental creature tokens equal to your devotion to blue. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land 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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{T}: Add {C}.
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{1}: This land 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

Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantasmal Image {1}{U}

Creature -- Illusion

You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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}

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As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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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

Spreading Seas {1}{U}

Enchantment -- Aura

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

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Enchanted land is an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vapor Snag {U}

Instant

Return target creature to its owner's hand. Its controller loses 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wanderwine Hub

Land

As this land enters, you may reveal a Merfolk card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderwine Hub

Land

As this land enters, you may reveal a Merfolk card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, you may reveal a Merfolk card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderwine Hub

Land

As this land enters, you may reveal a Merfolk card from your hand. If you don't, this land enters tapped.
{T}: Add {W} or {U}.

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

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

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{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

Remand (1)(U)

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

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) 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.

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

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

Spell Pierce {U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stony Silence {1}{W}

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stony Silence {1}{W}

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

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.

[sideboard]

2/2

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AlwaysViggy - FreeForm (Terza Tappa LEGA MODERN 2015) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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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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