Adept Watershaper {2}{W}

Creature -- Merfolk Cleric

Other tapped creatures you control have indestructible.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

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.

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Deepchannel Duelist (W)(U)

Creature -- Merfolk Soldier

At the beginning of your end step, untap target Merfolk you control. Other Merfolk you control get +1/+1.

2/2

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2/2

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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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

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Deepway Navigator {W}{U}

Creature -- Merfolk Wizard

Flash
When this creature enters, untap each other Merfolk you control.
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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

Eclipsed Realms

Land

As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

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As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

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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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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

Harmonized Crescendo {4}{U}{U}

Instant

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.)
Choose a creature type. Draw a card for each permanent you control of that type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose a creature type. Draw a card for each permanent you control of that type.

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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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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silvergill Mentor (1)(U)

Creature -- Merfolk Wizard

As an additional cost to cast this spell, behold a Merfolk or pay {2}. (To behold a Merfolk, choose a Merfolk you control or reveal a Merfolk card from your hand.)
When this creature enters, create a 1/1 white and blue Merfolk creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silvergill Mentor (1)(U)

Creature -- Merfolk Wizard

As an additional cost to cast this spell, behold a Merfolk or pay {2}. (To behold a Merfolk, choose a Merfolk you control or reveal a Merfolk card from your hand.)
When this creature enters, create a 1/1 white and blue Merfolk creature token.

2/1

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Creature -- Merfolk Wizard

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When this creature enters, create a 1/1 white and blue Merfolk creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sygg's Command {1}{W}{U}

Kindred Sorcery -- Merfolk

Choose two --
* Create a token that's a copy of target Merfolk you control.
* Creatures target player controls gain lifelink until end of turn.
* Target player draws a card.
* Tap target creature. Put a stun counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sygg, Wanderwine Wisdom {1}{U}

Legendary Creature -- Merfolk Wizard

Sygg can't be blocked.
Whenever this creature enters or transforms into Sygg, Wanderwine Wisdom, target creature gains "Whenever this creature deals combat damage to a player or planeswalker, draw a card" until end of turn.
At the beginning of your first main phase, you may pay {W}. If you do, transform Sygg.

2/2

- - - BACK FACE - - -

Sygg, Wanderbrine Shield

Legendary Creature -- Merfolk Rogue

Sygg can't be blocked.
Whenever this creature transforms into Sygg, Wanderbrine Shield, target creature you control gains protection from each color until your next turn.
At the beginning of your first main phase, you may pay {U}. If you do, transform Sygg.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Wanderbrine Trapper {W}

Creature -- Merfolk Scout

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2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winnowing {4}{W}{W}

Sorcery

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.)
For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winnowing {4}{W}{W}

Sorcery

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.)
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For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TGalla - Standard ([London Sat 09:00] Magic Spotlight: Secrets) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Exorcise 1W

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Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

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Exorcise 1W

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morningtide's Light 3W

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.
Until your next turn, prevent all damage that would be dealt to you.
Exile Morningtide's Light.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1W

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]

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Rest in Peace 1W

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder 2U

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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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]

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[sideboard]

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