

Agatha's Soul Cauldron ② Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agatha's Soul Cauldron ② Legendary Artifact You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- BACK FACE ----- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- BACK FACE ----- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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G

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

1/1

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1/1

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3 G

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Whenever another Merfolk you control enters, put a +1/+1 counter on target Merfolk you control.

1/1

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1/1

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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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forensic Researcher 2 U Creature -- Merfolk Detective {T}: Untap another target permanent you control. {T}, Collect evidence 3: Tap target creature you don't control. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glasspool Mimic 2 U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glasspool Mimic 2 U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 ----- BACK FACE ----- Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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G U

Creature -- Merfolk

{T}: Untap another target permanent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GU

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Pirate

Flying, ward {1}
When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, ward {1}
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Merfolk Shaman

Tap another untapped Merfolk you control: Kumena can't be blocked this turn.

Tap three untapped Merfolk you control: Draw a card.

Tap five untapped Merfolk you control: Put a +1/+1 counter on each Merfolk you control.

2/4

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Kumena, Tyrant of Orazca 16U Legendary Creature -- Merfolk Shaman Tap another untapped Merfolk you control: Kumena can't be blocked this turn. Tap three untapped Merfolk you control: Draw a card. Tap five untapped Merfolk you control: Put a +1/+1 counter on each Merfolk you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marvin, Murderous Mimic 2 Legendary Artifact Creature -- Toy Marvin has all activated abilities of creatures you control that don't have the same name as this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster UU Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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Smuggler's Copter ② Artifact -- Vehicle Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smuggler's Copter ② Artifact -- Vehicle Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder ②① 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
Tishana's Tidebinder ②① 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	Tishana's Tidebinder ②① 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	Vodalian Hexcatcher ①① Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vodalian Hexcatcher ①① Creature -- Merfolk Wizard Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere ② Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forensic Researcher ②③ Creature -- Merfolk Detective {T}: Untap another target permanent you control. {T}, Collect evidence 3: Tap target creature you don't control. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Permanents you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Spells your opponents cast that target a Merfolk you control cost {2} more to cast.

Abilities your opponents activate that target a Merfolk you control cost {2} more to activate.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U U

Flash

When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)

Tapped creatures you control have hexproof.

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G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one - -

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

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- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G U

Untap all creatures and lands you control during each other player's untap step.
You may cast creature spells as though they had flash.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thassa's Oracle U U Creature -- Merfolk Wizard When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	