

Abandoned Air Temple Land This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Deepchannel Duelist Creature -- Merfolk Soldier At the beginning of your end step, untap target Merfolk you control. Other Merfolk you control get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deepchannel Duelist Creature -- Merfolk Soldier At the beginning of your end step, untap target Merfolk you control. Other Merfolk you control get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deepchannel Duelist Creature -- Merfolk Soldier At the beginning of your end step, untap target Merfolk you control. Other Merfolk you control get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W U

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2/2

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① ②

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

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W U

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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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.

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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

Floodfarm Verge

Land

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

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Floodpits Drowner ①U

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

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Floodpits Drowner ①U

Creature -- Merfolk

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Vigilance
When this creature enters, tap
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{1}{U}, {T}: Shuffle this creature
and target creature with a stun
counter on it into their owners'
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2/1

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Hallowed Fountain

Land -- Plains Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mindspring Merfolk 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 PLAYbotbox.dev	Mindspring Merfolk 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 PLAYbotbox.dev

No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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.

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- * Creatures target player controls gain lifelink until end of turn.
- * Target player draws a card.
- * Tap target creature. Put a stun counter on it.

2/2

- - - BACK FACE - - -

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

① ②

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 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.

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2/2

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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 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

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	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	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	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
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	Unsummon U Instant Return target creature to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsummon U Instant Return target creature to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsummon U Instant Return target creature to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Other tapped creatures you control have indestructible.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Other tapped creatures you control have indestructible.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

Flying
Activated abilities of artifacts,
creatures, and planeswalkers can't
be activated.

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[sidebar]
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying
Activated abilities of artifacts,
creatures, and planeswalkers can't
be activated.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Truce 1 W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce 1 W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [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	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	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [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 Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unsummon Instant Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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