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{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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Land

As this land enters, choose a creature type.

$$\{T\} : \text{Add } \{C\}.$$

{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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U

Creature -- Merfolk Wizard

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

1/1

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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	Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island

Basic Land -- Island

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

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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."

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Lord of Atlantis

Creature -- Merfolk

Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

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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.)

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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	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	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	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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Merrow Reejeray 2 U Creature -- Merfolk Soldier Other Merfolk creatures you control get +1/+1. Whenever you cast a Merfolk spell, you may tap or untap target permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minamo, School at Water's Edge Legendary Land {T}: Add {U}. {U}, {T}: Untap target legendary permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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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.

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2/1

① ②

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When this creature enters, draw a card.

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

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U U

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

2/2

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U

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

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① BP BP

{B/P} can be paid with either {B
or 2 life.)
Target creature gets -5/-5 until end
of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target red or green spell.

[sideboard]

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Relic of Progenitus ① Artifact { T } : Target player exiles a card from their graveyard. { 1 }, Exile this artifact: Exile all graveyards. Draw a card. [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 PLAY botbox.dev	Spell Pierce Ⓢ Instant Counter target noncreature spell unless its controller pays { 2 }. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land { T } : Add { C }. { 1 }, { T }, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Tidebinder Mage



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

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Unified Will



Instant

Counter target spell if you control more creatures than that spell's controller.

[sideboard]

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Unified Will



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Counter target spell if you control more creatures than that spell's controller.

[sideboard]

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