

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 PLAY botbox.dev

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Land

This land enters tapped unless you control a basic land.
{T}: Add {U}.
{2}{U}, {T}: Draw a card, then discard a card.

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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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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. 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	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Encumbered Reejerrey (1)(W) Creature -- Merfolk Soldier This creature enters with three -1/-1 counters on it. Whenever this creature becomes tapped while it has a -1/-1 counter on it, remove a -1/-1 counter from it. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Encumbered Reejerrey (1)(W) Creature -- Merfolk Soldier This creature enters with three -1/-1 counters on it. Whenever this creature becomes tapped while it has a -1/-1 counter on it, remove a -1/-1 counter from it. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Encumbered Reejerrey (1)(W) Creature -- Merfolk Soldier This creature enters with three -1/-1 counters on it. Whenever this creature becomes tapped while it has a -1/-1 counter on it, remove a -1/-1 counter from it. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Encumbered Reejerrey (1)(W) Creature -- Merfolk Soldier This creature enters with three -1/-1 counters on it. Whenever this creature becomes tapped while it has a -1/-1 counter on it, remove a -1/-1 counter from it. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

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

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①②

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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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.

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Island

Basic Land -- Island

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
No More Lies 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 PLAYbotbox.dev	No More Lies 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 PLAYbotbox.dev	No More Lies 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 PLAYbotbox.dev	No More Lies 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 PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Silvergill Mentor 1U 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 PLAYbotbox.dev	Silvergill Mentor 1U 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 PLAYbotbox.dev	Silvergill Mentor 1U 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 PLAYbotbox.dev	Silvergill Mentor 1U 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 PLAYbotbox.dev

Sygg's Command1WU 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 PLAYbotbox.dev	Sygg's Command1WU 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 PLAYbotbox.dev	Sygg's Command1WU 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 PLAYbotbox.dev	Sygg's Command1WU 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 PLAYbotbox.dev
Sygg, Wanderwine Wisdom1U 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 PLAYbotbox.dev	Sygg, Wanderwine Wisdom1U 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 PLAYbotbox.dev	Sygg, Wanderwine Wisdom1U 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 PLAYbotbox.dev	The Eagles Are Coming!1W Instant Kicker {2}{W}{W} (You may pay an additional {2}{W}{W} as you cast this spell.) Choose target creature you own. If this spell was kicked, instead choose any number of target creatures you own. Return each chosen creature to your hand. At the beginning of the next upkeep, create a 4/4 white Bird Soldier creature token with flying for each creature returned to your hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [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	
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