

Adept Watershaper (2)(W) Creature -- Merfolk Cleric Other tapped creatures you control have indestructible. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adept Watershaper (2)(W) Creature -- Merfolk Cleric Other tapped creatures you control have indestructible. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adept Watershaper (2)(W) Creature -- Merfolk Cleric Other tapped creatures you control have indestructible. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amazing Acrobatics (1)(U)(U) Instant Choose one or both -- * Counter target spell. * Tap one or two target creatures.
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Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev		

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Namor the Sub-Mariner 1UU Legendary Creature -- Mutant Merfolk Villain Flying Namor's power is equal to the number of Merfolk you control. Whenever you cast a noncreature spell with one or more blue mana symbols in its mana cost, create that many 1/1 blue Merfolk creature tokens. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Namor the Sub-Mariner 1UU Legendary Creature -- Mutant Merfolk Villain Flying Namor's power is equal to the number of Merfolk you control. Whenever you cast a noncreature spell with one or more blue mana symbols in its mana cost, create that many 1/1 blue Merfolk creature tokens. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Namor the Sub-Mariner 1UU Legendary Creature -- Mutant Merfolk Villain Flying Namor's power is equal to the number of Merfolk you control. Whenever you cast a noncreature spell with one or more blue mana symbols in its mana cost, create that many 1/1 blue Merfolk creature tokens. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Namor the Sub-Mariner 1UU Legendary Creature -- Mutant Merfolk Villain Flying Namor's power is equal to the number of Merfolk you control. Whenever you cast a noncreature spell with one or more blue mana symbols in its mana cost, create that many 1/1 blue Merfolk creature tokens. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

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

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

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.

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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid

W

Sorcery

Spree (Choose one or more additional costs.)

- + {1} -- Destroy target artifact.
- + {1} -- Destroy target enchantment.
- + {1} -- Put a +1/+1 counter on each creature target player controls.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Steps Ahead

U

Instant

Spree (Choose one or more additional costs.)

- + {1}{U} -- Counter target spell.
- + {3} -- Create a token that's a copy of target artifact or creature you control.
- + {2} -- Draw two cards, then discard a card.

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Tishana's Tidebinder (2U)

②③

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 PLAYbotbox.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 PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flashfreeze ①① Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flashfreeze ①① Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flashfreeze ①① Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleeting Flight ①W Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fleeting Flight Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev W	Fleeting Flight Instant Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev W	Into the Roil Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1U	Into the Roil Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1U
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3 U U

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, return target instant or sorcery card from your graveyard to your hand.

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
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3/3

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3/3

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