

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	Adagia, Windswept Bastion Land -- Planet This land enters tapped. {T}: Add {W}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {3}{W}, {T}: Create a token that's a copy of target artifact or enchantment you control, except it's legendary. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adagia, Windswept Bastion Land -- Planet This land enters tapped. {T}: Add {W}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {3}{W}, {T}: Create a token that's a copy of target artifact or enchantment you control, except it's legendary. Activate only as a sorcery. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deepchannel Duelist 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deepchannel Duelist 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodpits Drowner 1 U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodpits Drowner 1 U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lumen-Class Frigate1W Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.) 2+ Other creatures you control get +1/+1. 12+ Flying, lifelink 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumen-Class Frigate1W Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 12+.) 2+ Other creatures you control get +1/+1. 12+ Flying, lifelink 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mindspring MerfolkU 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 MerfolkU 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

U

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 PLAY botbox.dev

X U

Flying

You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓧ Ⓢ

Flying

You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

① ②

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

① ②

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

① ②

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

① ②

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

Springleaf Drum 1 Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Springleaf Drum 1 Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sygg's Command 1WU 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 PLAY botbox.dev	Sygg's Command 1WU 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 PLAY botbox.dev
Sygg's Command 1WU 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 PLAY botbox.dev	Sygg's Command 1WU 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 PLAY botbox.dev	Sygg, Wanderwine Wisdom 1U 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 2U 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull (1W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Spell Snare U Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare U Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare U Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Split Up 1WW Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder 2U 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wanderbrine Preacher 1W Creature -- Merfolk Cleric Whenever this creature becomes tapped, you gain 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	--	--	--