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| <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |

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| <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodpits Drowner</div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>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.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Floodpits Drowner</div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>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.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodpits Drowner</div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>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.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |

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| <div><div>Force of Will</div><div><div>3UU</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Force of Will</div><div><div>3UU</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Harbinger of the Seas</div><div><div>1UU</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Harbinger of the Seas</div><div><div>1UU</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Harbinger of the Seas</div><div><div>1UU</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div>Harbinger of the Seas</div><div><div>1UU</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              |
| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lord of Atlantis</div> <div>Creature -- Merfolk</div> <div>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Lord of Atlantis</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div><div>Lord of Atlantis</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div><div>Lord of Atlantis</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div><div>Master of the Pearl Trident</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           |
| <div><div>Master of the Pearl Trident</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Master of the Pearl Trident</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Master of the Pearl Trident</div><div>⓪⓪</div></div> <div>Creature -- Merfolk</div> <div>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Otawara, Soaring City</div></div> <div>Legendary Land</div> <div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Silvergill Adept</div> <div>1U</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Silvergill Adept</div> <div>1U</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Silvergill Adept</div> <div>1U</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Silvergill Adept</div> <div>1U</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                         |
| <div>Sink into Stupor</div> <div>1UU</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- BACK FACE -----</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sink into Stupor</div> <div>1UU</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- BACK FACE -----</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sink into Stupor</div> <div>1UU</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- BACK FACE -----</div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Svyelun of Sea and Sky</div> <div>1UUU</div> <div>Legendary Creature -- Merfolk God</div> <div>Svyelun has indestructible as long as you control at least two other Merfolk. Whenever Svyelun attacks, draw a card. Other Merfolk you control have ward {1}. (Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Svyelun of Sea and Sky</b> ①③③<br>Legendary Creature -- Merfolk God<br>Svyelun has indestructible as long as you control at least two other Merfolk.<br>Whenever Svyelun attacks, draw a card.<br>Other Merfolk you control have ward {1}. (Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Svyelun of Sea and Sky</b> ①③③<br>Legendary Creature -- Merfolk God<br>Svyelun has indestructible as long as you control at least two other Merfolk.<br>Whenever Svyelun attacks, draw a card.<br>Other Merfolk you control have ward {1}. (Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Svyelun of Sea and Sky</b> ①③③<br>Legendary Creature -- Merfolk God<br>Svyelun has indestructible as long as you control at least two other Merfolk.<br>Whenever Svyelun attacks, draw a card.<br>Other Merfolk you control have ward {1}. (Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tide Shaper</b> ③<br>Creature -- Merfolk Wizard<br>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br>This creature gets +1/+1 as long as an opponent controls an Island.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Tide Shaper</b> ③<br>Creature -- Merfolk Wizard<br>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br>This creature gets +1/+1 as long as an opponent controls an Island.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                      | <b>Tide Shaper</b> ③<br>Creature -- Merfolk Wizard<br>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br>This creature gets +1/+1 as long as an opponent controls an Island.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                      | <b>Tide Shaper</b> ③<br>Creature -- Merfolk Wizard<br>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br>This creature gets +1/+1 as long as an opponent controls an Island.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                      | <b>Vodalian Hexcatcher</b> ①③<br>Creature -- Merfolk Wizard<br>Flash<br>Other Merfolk you control get +1/+1.<br>Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                  |

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| <div><div><div>Vodalian Hexcatcher</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>Other Merfolk you control get +1/+1.<br/>Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wasteland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Wasteland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><div>Wasteland</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  |
| <div><div><div>Blue Elemental Blast</div><div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                         | <div><div><div>Blue Elemental Blast</div><div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Blue Elemental Blast</div><div><div>U</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Dismember<div><div>1BPBP</div></div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Dismember<div><div>1BPBP</div></div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Faerie Macabre<div><div>1BBB</div></div></div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Faerie Macabre<div><div>1BBB</div></div></div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 |
| <div><div>Ghost Vacuum<div><div>1</div></div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum<div><div>1</div></div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum<div><div>1</div></div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Harbinger of the Tides<div><div>UU</div></div></div><div>Creature -- Merfolk Wizard</div><div>You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.)<br/>When this creature enters, you may return target tapped creature an opponent controls to its owner's hand.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Harbinger of the Tides

②②

Creature -- Merfolk Wizard

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.)

When this creature enters, you may return target tapped creature an opponent controls to its owner's hand.

[sideboard]

2/2

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Null Rod

②

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

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Null Rod

②

Artifact

Activated abilities of artifacts can't be activated.

[sideboard]

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