

Cunning Nightbonder  Creature -- Human Rogue Flash Spells with flash you cast cost {1} less to cast and can't be countered. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Nightbonder  Creature -- Human Rogue Flash Spells with flash you cast cost {1} less to cast and can't be countered. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Nightbonder  Creature -- Human Rogue Flash Spells with flash you cast cost {1} less to cast and can't be countered. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cunning Nightbonder  Creature -- Human Rogue Flash Spells with flash you cast cost {1} less to cast and can't be countered. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fading Hope  Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope  Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Impostors  Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Impostors  Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Impostors ①②③ Enchantment Creature -- Nightmare Flash When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodpits Drowner 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodpits Drowner 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydro-Man, Fluid Felon ②③ Legendary Creature -- Elemental Villain Whenever you cast a blue spell, if Hydro-Man is a creature, he gets +1/+1 until end of turn. At the beginning of your end step, untap Hydro-Man. Until your next turn, he becomes a land and gains "{T}: Add {U}." (He's not a creature during that time.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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	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	Merfolk Trickster (U)(U) Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Trickster (U)(U) Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Omen of the Sea 1U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea 1U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea 1U Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overcharged Amalgam 2UU Creature -- Zombie Horror Flash Flying Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, counter target spell, activated ability, or triggered ability. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overcharged Amalgam 2UU Creature -- Zombie Horror Flash Flying Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, counter target spell, activated ability, or triggered ability. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea-Dasher Octopus 1UU Creature -- Octopus Mutate {1}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Whenever this creature deals combat damage to a player, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sea-Dasher Octopus 1UU Creature -- Octopus Mutate {1}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Whenever this creature deals combat damage to a player, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashiok, Dream Render Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashiok, Dream Render Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concerted Defense Instant Counter target noncreature spell unless its controller pays {1} plus an additional {1} for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Concerted Defense U Instant Counter target noncreature spell unless its controller pays {1} plus an additional {1} for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concerted Defense U Instant Counter target noncreature spell unless its controller pays {1} plus an additional {1} for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mu Yanling, Sky Dancer 1 U U Legendary Planeswalker -- Yanling [+2]: Until your next turn, up to one target creature gets -2/-0 and loses flying. [-3]: Create a 4/4 blue Elemental Bird creature token with flying. [-8]: You get an emblem with "Islands you control have '{T}': Draw a card." [sideboard] L 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mu Yanling, Sky Dancer 1 U U Legendary Planeswalker -- Yanling [+2]: Until your next turn, up to one target creature gets -2/-0 and loses flying. [-3]: Create a 4/4 blue Elemental Bird creature token with flying. [-8]: You get an emblem with "Islands you control have '{T}': Draw a card." [sideboard] L 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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