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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>Flare of Denial</div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |

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| <div> <div>Flare of Denial</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                    | <div> <div>Floodpits Drowner</div> <div> <div>1</div> <div>U</div> </div> </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> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div> <div>Floodpits Drowner</div> <div> <div>1</div> <div>U</div> </div> </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> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Floodpits Drowner</div> <div> <div>1</div> <div>U</div> </div> </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> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Harbinger of the Seas</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                      | <div> <div>Harbinger of the Seas</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                      |

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| <div><div><div>Harbinger of the Seas 1UUU</div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Harbinger of the Seas 1UUU</div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                     | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                     | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

UU

Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Other Merfolk get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

U U

Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U U

Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Master of the Pearl Trident</div><div><div>UU</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mindspring Merfolk</div><div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>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.)</div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mutavault</div></div> <div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                       | <div><div>Mutavault</div></div> <div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                       |
| <div><div>Mutavault</div></div> <div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      | <div><div>Mutavault</div></div> <div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      | <div><div>Otawara, Soaring City</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Otawara, Soaring City</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Silvergill Adept</div> <div> <div>1</div> <div>U</div> </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 PLAY botbox.dev</div>                                                                                                                      | <div>Silvergill Adept</div> <div> <div>1</div> <div>U</div> </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 PLAY botbox.dev</div>                                                                                                                      | <div>Silvergill Adept</div> <div> <div>1</div> <div>U</div> </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 PLAY botbox.dev</div>                                                                                                                      | <div>Silvergill Adept</div> <div> <div>1</div> <div>U</div> </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 PLAY botbox.dev</div>                                                                                                                      |
| <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - 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 PLAY botbox.dev</div> | <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - 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 PLAY botbox.dev</div> | <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - 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 PLAY botbox.dev</div> | <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>-----<br/>- - - 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 PLAY botbox.dev</div> |

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| <div> <b>Svyelun of Sea and Sky</b> 1 U U </div> <div> <p>Legendary Creature -- Merfolk God</p> <p>Svyelun has indestructible as long as you control at least two other Merfolk.</p> <p>Whenever Svyelun attacks, draw a card.</p> <p>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}.)</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Svyelun of Sea and Sky</b> 1 U U </div> <div> <p>Legendary Creature -- Merfolk God</p> <p>Svyelun has indestructible as long as you control at least two other Merfolk.</p> <p>Whenever Svyelun attacks, draw a card.</p> <p>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}.)</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tide Shaper</b> U </div> <div> <p>Creature -- Merfolk Wizard</p> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                   | <div> <b>Tide Shaper</b> U </div> <div> <p>Creature -- Merfolk Wizard</p> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                   |
| <div> <b>Tide Shaper</b> U </div> <div> <p>Creature -- Merfolk Wizard</p> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                        | <div> <b>Tide Shaper</b> U </div> <div> <p>Creature -- Merfolk Wizard</p> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.)</p> <p>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.</p> <p>This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                        | <div> <b>Tishana's Tidebinder</b> 2 U </div> <div> <p>Creature -- Merfolk Wizard</p> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tishana's Tidebinder</b> 2 U </div> <div> <p>Creature -- Merfolk Wizard</p> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <b>Tishana's Tidebinder</b> (2)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>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.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vodalian Hexcatcher</b> (1)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>Other Merfolk you control get +1/+1. 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                              | <b>Vodalian Hexcatcher</b> (1)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>Other Merfolk you control get +1/+1. 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                              | <b>Vodalian Hexcatcher</b> (1)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>Other Merfolk you control get +1/+1. 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                              |
| <b>Chalice of the Void</b> (X)(X)<br>Artifact<br>This artifact enters with X charge counters on it.<br>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                             | <b>Chalice of the Void</b> (X)(X)<br>Artifact<br>This artifact enters with X charge counters on it.<br>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Chalice of the Void</b> (X)(X)<br>Artifact<br>This artifact enters with X charge counters on it.<br>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Chalice of the Void</b> (X)(X)<br>Artifact<br>This artifact enters with X charge counters on it.<br>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Consign to Memory</div><div>U</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>U</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>U</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Spreading Seas</div><div>1U</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div><div>Spreading Seas</div><div>1U</div></div><div>Enchantment -- Aura</div><div>Enchant land<br/>When this Aura enters, draw a card.<br/>Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div><div>Stern Scolding</div><div>U</div></div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

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| <div> <div>Stern Scolding</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> </div> <div> <div>Counter target creature spell with power or toughness 2 or less.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2UU</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> </div> <div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoke--Exile a blue card from your hand.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2UU</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> </div> <div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoke--Exile a blue card from your hand.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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