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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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| <p><b>Flare of Denial</b> (1)(U)(U)</p> <p>Instant</p> <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                       | <p><b>Flare of Denial</b> (1)(U)(U)</p> <p>Instant</p> <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>            | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                            | <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                            |

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| <div><div><div>Force of Will</div><div>③①①</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Harbinger of the Seas</div><div>①①①</div></div><div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div>2/2</div></div></div> | <div><div><div>Harbinger of the Seas</div><div>①①①</div></div><div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div>2/2</div></div></div> | <div><div><div>Harbinger of the Seas</div><div>①①①</div></div><div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div>2/2</div></div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div></div><div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                 | <div><div><div>Island</div><div>Basic Land -- Island</div></div><div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div><div>Island</div><div>Basic Land -- Island</div></div><div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div><div>Island</div><div>Basic Land -- Island</div></div><div><div>( {T}: Add {U}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            |

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| <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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |
| <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></div> | <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></div> | <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></div> | <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></div> |

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| <b>Master of the Pearl Trident</b> (U)(U)<br>Creature -- Merfolk<br>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Master of the Pearl Trident</b> (U)(U)<br>Creature -- Merfolk<br>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                          | <b>Master of the Pearl Trident</b> (U)(U)<br>Creature -- Merfolk<br>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                          | <b>Master of the Pearl Trident</b> (U)(U)<br>Creature -- Merfolk<br>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Otawara, Soaring City</b><br>Legendary Land<br>{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.       | <b>Phantasmal Image</b> (1)(U)<br>Creature -- Illusion<br>You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phantasmal Image</b> (1)(U)<br>Creature -- Illusion<br>You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Silvergill Adept</b> (1)(U)<br>Creature -- Merfolk Wizard<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev             |

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| <div> <div>Silvergill Adept</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                    | <div> <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> </div> <div> <div>BACK FACE</div> </div> <div> <div>Soporific Springs</div> <div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> </div> <div> <div>BACK FACE</div> </div> <div> <div>Soporific Springs</div> <div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> </div> <div> <div>BACK FACE</div> </div> <div> <div>Soporific Springs</div> <div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Svyelun of Sea and Sky</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Merfolk God</div> <div> <p>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}.)</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div>Tide Shaper</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Kicker {1} (You may pay an additional {1} as you cast this spell.) When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield. This creature gets +1/+1 as long as an opponent controls an Island.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             |

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| <p><b>Tide Shaper</b> (U)</p> <p>Creature -- Merfolk Wizard</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tishana's Tidebinder</b> (2)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>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.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>True-Name Nemesis</b> (1)(U)(U)</p> <p>Creature -- Merfolk Rogue</p> <p>As this creature enters, choose a player.<br/>This creature has protection from the chosen player.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       | <p><b>True-Name Nemesis</b> (1)(U)(U)</p> <p>Creature -- Merfolk Rogue</p> <p>As this creature enters, choose a player.<br/>This creature has protection from the chosen player.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       |
| <p><b>True-Name Nemesis</b> (1)(U)(U)</p> <p>Creature -- Merfolk Rogue</p> <p>As this creature enters, choose a player.<br/>This creature has protection from the chosen player.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                      | <p><b>Vodalian Hexcatcher</b> (1)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>Other Merfolk you control get +1/+1.<br/>Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                      | <p><b>Vodalian Hexcatcher</b> (1)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>Other Merfolk you control get +1/+1.<br/>Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Vodalian Hexcatcher</b> (1)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>Other Merfolk you control get +1/+1.<br/>Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |
| <div><div>Blue Elemental Blast</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>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>[sideboard]</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember</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> |

① BP BP

{B/P} can be paid with either {B}  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

2/2

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① B B

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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.

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① U U

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.

①

①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Nonbasic lands are Islands.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flash  
If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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| <div> <div> <div>Hullbreacher</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Pirate</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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