

② ⑥

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

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When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

1/1

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①②

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

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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

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grow Old Together 1 G U Instant Seek two creature cards from among the top ten cards of your library, then shuffle. Creature cards in your hand perpetually get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grow Old Together 1 G U Instant Seek two creature cards from among the top ten cards of your library, then shuffle. Creature cards in your hand perpetually get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grow Old Together 1G U Instant Seek two creature cards from among the top ten cards of your library, then shuffle. Creature cards in your hand perpetually get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. 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	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	Kumena's SpeakerG Creature -- Merfolk Shaman This creature gets +1/+1 as long as you control another Merfolk or an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kumena's SpeakerG Creature -- Merfolk Shaman This creature gets +1/+1 as long as you control another Merfolk or an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kumena's SpeakerG Creature -- Merfolk Shaman This creature gets +1/+1 as long as you control another Merfolk or an Island. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lakeside Shack Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lakeside Shack Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lakeside Shack Land This land enters tapped unless a player has 13 or less life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk MistbinderGU Creature -- Merfolk Shaman Other Merfolk you control get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G U

Other Merfolk you control get +1/+1.

2/2

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When Merfolk Tunnel-Guide enters, you get a three-time boon with "Whenever one or more Merfolk enter under your control, target Merfolk creature you control explores."

2/2

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② ③

Other Merfolk creatures you control get +1/+1.
Whenever you cast a Merfolk spell, you may tap or untap target permanent.

2/2

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Merrow Reejeray ②① Creature -- Merfolk Soldier Other Merfolk creatures you control get +1/+1. Whenever you cast a Merfolk spell, you may tap or untap target permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merrow Reejeray ②① Creature -- Merfolk Soldier Other Merfolk creatures you control get +1/+1. Whenever you cast a Merfolk spell, you may tap or untap target permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merrow Reejeray ②① Creature -- Merfolk Soldier Other Merfolk creatures you control get +1/+1. Whenever you cast a Merfolk spell, you may tap or untap target permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicanzil, Current Conductor ⑥① Legendary Creature -- Merfolk Scout Whenever a creature you control explores a land card, you may put a land card from your hand onto the battlefield tapped. Whenever a creature you control explores a nonland card, put a +1/+1 counter on Nicanzil. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nicanzil, Current Conductor ⑥① Legendary Creature -- Merfolk Scout Whenever a creature you control explores a land card, you may put a land card from your hand onto the battlefield tapped. Whenever a creature you control explores a nonland card, put a +1/+1 counter on Nicanzil. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoreline Scout U Creature -- Merfolk Scout When Shoreline Scout enters the battlefield, you may exile a Merfolk card or a land card from your hand. If you do, conjure a card named Tropical Island into your hand. As long as another Merfolk or an Island entered the battlefield under your control this turn, Shoreline Scout gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoreline Scout U Creature -- Merfolk Scout When Shoreline Scout enters the battlefield, you may exile a Merfolk card or a land card from your hand. If you do, conjure a card named Tropical Island into your hand. As long as another Merfolk or an Island entered the battlefield under your control this turn, Shoreline Scout gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoreline Scout U Creature -- Merfolk Scout When Shoreline Scout enters the battlefield, you may exile a Merfolk card or a land card from your hand. If you do, conjure a card named Tropical Island into your hand. As long as another Merfolk or an Island entered the battlefield under your control this turn, Shoreline Scout gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shoreline Scout U Creature -- Merfolk Scout When Shoreline Scout enters the battlefield, you may exile a Merfolk card or a land card from your hand. If you do, conjure a card named Tropical Island into your hand. As long as another Merfolk or an Island entered the battlefield under your control this turn, Shoreline Scout gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept 1U Creature -- Merfolk Wizard 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept 1U Creature -- Merfolk Wizard 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silvergill Adept 1U Creature -- Merfolk Wizard 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silvergill Adept 1 U Creature -- Merfolk Wizard 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unclaimed Territory 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Horrific Assault 6 Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrific Assault 6 Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrific Assault 6 Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrific Assault 6 Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masked Vandal ①⑥ Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal ①⑥ Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal ①⑥ Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal ①⑥ Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo's Safekeeping ⑥ Instant Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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