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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can block only creatures with flying.

3/1

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Return target nonland permanent an
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Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature.

2/1

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Brineborn Cutthroat 1 U Creature -- Merfolk Pirate Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brineborn Cutthroat 1 U Creature -- Merfolk Pirate Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Vantress Land This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Vantress Land This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Essence Capture U U Instant Counter target creature spell. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Capture U U Instant Counter target creature spell. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Capture U U Instant Counter target creature spell. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Capture U U Instant Counter target creature spell. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mystical Dispute2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute2U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Neutralize1UU Instant Counter target spell. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quench 1U Instant Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quench 1U Instant Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quench 1U Instant Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sea-Dasher Octopus ①②③ 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 ①②③ 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 ①②③ 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 ①②③ 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
Spectral Sailor ④ Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor ④ Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor ④ Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Sailor ④ Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)

Reach, trample, protection from multicolored
This creature enters with X +1/+1 counters on it.

0/0

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Flying
Protection from red (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything red.)
Sacrifice this creature: Counter target spell that targets you.

[sideboard]

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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

①

Equipped creature gets +1/+1 and has trample and lifelink.

{1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}

[sidebar]

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Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.

Cycling {X}{1}{U} ({X}{1}{U},
Discard this card: Draw a card.)

When you cycle this card, create an X/X blue Shark creature token with flying.

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