

<div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact. {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cavern of Souls</div><div>Land</div><div>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, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>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, and that spell can't be countered.</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.) Target creature gets -5/-5 until end of turn.</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.) Target creature gets -5/-5 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Dismember

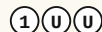


Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial

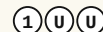


Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial

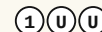


Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial

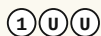


Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1)(U)(U)

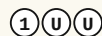


Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1UU)

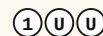


Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1UU)

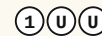


Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harbinger of the Seas ①②③



Creature -- Merfolk Wizard

Nonbasic lands are Islands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

<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>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>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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 AtlantisUU</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 AtlantisUU</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 AtlantisUU</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 AtlantisUU</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>Master of the Pearl TridentUU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Master of the Pearl Trident   Creature -- Merfolk 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master of the Pearl Trident   Creature -- Merfolk 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master of the Pearl Trident   Creature -- Merfolk 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>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Trickster   Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Merfolk Trickster   Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Minamo, School at Water's Edge Legendary Land {T}: Add {U}. {U}, {T}: Untap target legendary permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Mutavault</div> <div>Token Land</div> <div> { T } : Add { C } . { 1 } : This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> { T } : Add { U } . 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> { T } : Add { U } . 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Rishadan Dockhand</div> <div>Creature -- Merfolk</div> <div> Islandwalk (This creature can't be blocked as long as defending player controls an Island.) { 1 } , { T } : Tap target land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Rishadan Dockhand</div> <div>Creature -- Merfolk</div> <div> Islandwalk (This creature can't be blocked as long as defending player controls an Island.) { 1 } , { T } : Tap target land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sink into Stupor</div> <div>Instant</div> <div> Return target spell or nonland permanent an opponent controls to its owner's hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sink into Stupor</div> <div>Instant</div> <div> Return target spell or nonland permanent an opponent controls to its owner's hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sink into Stupor</div> <div>Instant</div> <div> Return target spell or nonland permanent an opponent controls to its owner's hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Rishadan Dockhand</div> <div>Creature -- Merfolk</div> <div> Islandwalk (This creature can't be blocked as long as defending player controls an Island.) { 1 } , { T } : Tap target land. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div>Sink into Stupor (1)(U)(U)</div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- 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>Svyelun of Sea and Sky (1)(U)(U)</div> <div>Legendary Creature -- Merfolk God</div> <div>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}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Svyelun of Sea and Sky (1)(U)(U)</div> <div>Legendary Creature -- Merfolk God</div> <div>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}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Svyelun of Sea and Sky (1)(U)(U)</div> <div>Legendary Creature -- Merfolk God</div> <div>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}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Tide Shaper (U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tide Shaper (U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tide Shaper (U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tide Shaper (U)</div> <div>Creature -- Merfolk Wizard</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Vodalian Hexcatcher</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vodalian Hexcatcher</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vodalian Hexcatcher</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vodalian Hexcatcher</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash Other Merfolk you control get +1/+1. Sacrifice a Merfolk: Counter target noncreature spell unless its controller pays {1}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Harbinger of the Tides</div><div><div>U</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) When this creature enters, you may return target tapped creature an opponent controls to its owner's hand.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Harbinger of the Tides</div><div><div>U</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) When this creature enters, you may return target tapped creature an opponent controls to its owner's hand.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Harbinger of the Tides</div><div><div>U</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) When this creature enters, you may return target tapped creature an opponent controls to its owner's hand.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Merfolk Trickster UU </div> <div> Creature -- Merfolk Wizard </div> <div> Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Merfolk Trickster UU </div> <div> Creature -- Merfolk Wizard </div> <div> Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Spreading Seas 1U </div> <div> Enchantment -- Aura </div> <div> Enchant land When this Aura enters, draw a card. Enchanted land is an Island. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Spreading Seas 1U </div> <div> Enchantment -- Aura </div> <div> Enchant land When this Aura enters, draw a card. Enchanted land is an Island. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> Spreading Seas 1U </div> <div> Enchantment -- Aura </div> <div> Enchant land When this Aura enters, draw a card. Enchanted land is an Island. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Subtlety 2UU </div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying 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. Evoke--Exile a blue card from your hand. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Subtlety 2UU </div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying 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. Evoke--Exile a blue card from your hand. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> Subtlety 2UU </div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying 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. Evoke--Exile a blue card from your hand. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

<div><div><div>Tishana's Tidebinder (2)(U)</div><div>Creature -- Merfolk Wizard</div><div>Flash 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 PLAY botbox.dev</div></div></div>	<div><div><div>Tishana's Tidebinder (2)(U)</div><div>Creature -- Merfolk Wizard</div><div>Flash 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 PLAY botbox.dev</div></div></div>	<div><div><div>Tishana's Tidebinder (2)(U)</div><div>Creature -- Merfolk Wizard</div><div>Flash 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 PLAY botbox.dev</div></div></div>	
---	---	---	--