

<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Botanical Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Botanical Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Botanical Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Botanical Sanctum</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

Dreamroot Cascade

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreamroot Cascade

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbrute

①

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)

{1}: This creature can't be blocked this turn except by creatures with haste.

{2}, {T}, Sacrifice this creature:
You gain 3 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbrute

①

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)

```
{1}: This creature can't be blocked
this turn except by creatures with
haste.
```

{2}, {T}, Sacrifice this creature:
You gain 3 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbrute

①

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)

```
{1}: This creature can't be blocked
this turn except by creatures with
haste.
```

{2}, {T}, Sacrifice this creature:
You gain 3 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard-Hitting Question

G

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gskullking - Standard (Standard Challenge 32)

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 2/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Hard-Hitting Question 6 </div> <div> Sorcery </div> <div> Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Hard-Hitting Question 6 </div> <div> Sorcery </div> <div> Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Kitesail Larcenist 2U </div> <div> Creature -- Human Pirate </div> <div> Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Kitesail Larcenist 2U </div> <div> Creature -- Human Pirate </div> <div> Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Lavaspur Boots 1 </div> <div> Artifact -- Equipment </div> <div> Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {1} </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Lost Jitte 1 </div> <div> Legendary Artifact -- Equipment </div> <div> Whenever equipped creature deals combat damage, put a charge counter on Lost Jitte. Remove a charge counter from Lost Jitte: Choose one -- * Untap target land. * Target creature can't block this turn. * Put a +1/+1 counter on equipped creature. Equip {1} </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Mirrex

Land - - Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land - - Sphere

```
{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered
this turn.
{3}, {T}: Create a 1/1 colorless
Phyrexian Mite artifact creature
token with toxic 1 and "This token
can't block." (Players dealt combat
damage by it also get a poison
counter.)
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land - - Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vinestalk

Land

This land enters tapped.
{T}: Add {G} or {U}.
{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vinestalk

Land

This land enters tapped.
 {T}: Add {G} or {U}.
 {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
 Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vinestalk

Land

This land enters tapped.
 {T}: Add {G} or {U}.
 {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
 Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sentinel of the Nameless City (2)(G)

Creature -- Merfolk Warrior Scout

Vigilance
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subterranean Schooner (1)(U) Artifact -- Vehicle Whenever this Vehicle attacks, target creature that crewed it this turn 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 that creature, then put the card back or put it into your graveyard.) Crew 1 <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subterranean Schooner (1)(U) Artifact -- Vehicle Whenever this Vehicle attacks, target creature that crewed it this turn 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 that creature, then put the card back or put it into your graveyard.) Crew 1 <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - gskulking - Standard (Standard Challenge 32)

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 5/10 - 8 cards - 2.5 x 3.5 in each

<div> Subterranean Schooner 1 U </div> <div> Artifact -- Vehicle </div> <div> <p>Whenever this Vehicle attacks, target creature that crewed it this turn 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 that creature, then put the card back or put it into your graveyard.)</p> <p>Crew 1</p> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surge Engine 2 </div> <div> Artifact Creature -- Construct </div> <div> <p>Defender</p> <p>{U}: This creature loses defender and gains "This creature can't be blocked."</p> <p>{2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender.</p> <p>{4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surge Engine 2 </div> <div> Artifact Creature -- Construct </div> <div> <p>Defender</p> <p>{U}: This creature loses defender and gains "This creature can't be blocked."</p> <p>{2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender.</p> <p>{4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surge Engine 2 </div> <div> Artifact Creature -- Construct </div> <div> <p>Defender</p> <p>{U}: This creature loses defender and gains "This creature can't be blocked."</p> <p>{2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender.</p> <p>{4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once.</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Teething Wurmlet G </div> <div> Creature -- Wurm </div> <div> <p>This creature has deathtouch as long as you control three or more artifacts.</p> <p>Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teething Wurmlet G </div> <div> Creature -- Wurm </div> <div> <p>This creature has deathtouch as long as you control three or more artifacts.</p> <p>Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teething Wurmlet G </div> <div> Creature -- Wurm </div> <div> <p>This creature has deathtouch as long as you control three or more artifacts.</p> <p>Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teething Wurmlet G </div> <div> Creature -- Wurm </div> <div> <p>This creature has deathtouch as long as you control three or more artifacts.</p> <p>Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div><div>Tough Cookie</div><div>①⑥</div></div><div>Artifact Creature -- Food Golem</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tough Cookie</div><div>①⑥</div></div><div>Artifact Creature -- Food Golem</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tough Cookie</div><div>①⑥</div></div><div>Artifact Creature -- Food Golem</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tough Cookie</div><div>①⑥</div></div><div>Artifact Creature -- Food Golem</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.

{T}, Sacrifice this artifact: Exile each opponent's graveyard.

{1}, {T}, Sacrifice this artifact: Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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 PLAYbotbox.dev</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 PLAYbotbox.dev</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 PLAYbotbox.dev</div></div>	
---	---	---	--