

<div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Caves of Koilos</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Caves of Koilos</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Concealed Courtyard</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Deep-Cavern Bat</div><div>①②</div><div>Creature -- Bat</div><div>Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deep-Cavern Bat</div><div>①②</div><div>Creature -- Bat</div><div>Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deep-Cavern Bat</div><div>①②</div><div>Creature -- Bat</div><div>Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deep-Cavern Bat</div><div>①②</div><div>Creature -- Bat</div><div>Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> Dennick, Pious Apprentice WU </div> <div> Legendary Creature -- Human Soldier </div> <div> Lifelink Cards in graveyards can't be the targets of spells or abilities. Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div> <div>2/3</div> <div> ----- BACK FACE ----- </div> </div> <div> Dennick, Pious Apparition </div> <div> Legendary Creature -- Spirit Soldier </div> <div> Flying Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") If Dennick would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dennick, Pious Apprentice WU </div> <div> Legendary Creature -- Human Soldier </div> <div> Lifelink Cards in graveyards can't be the targets of spells or abilities. Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div> <div>2/3</div> <div> ----- BACK FACE ----- </div> </div> <div> Dennick, Pious Apparition </div> <div> Legendary Creature -- Spirit Soldier </div> <div> Flying Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") If Dennick would be put into a graveyard from anywhere, exile it instead. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Deserted Beach </div> <div> Land </div> <div> This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Eiganjo, Seat of the Empire </div> <div> Legendary Land </div> <div> {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Ertai Resurrected 2UB </div> <div> Legendary Creature -- Phyrexian Human Wizard </div> <div> Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - ARCl1 - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card.</div><div><div>2/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</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>Long Goodbye</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>No More Lies</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

W U

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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Counter target spell unless its controller pays {3}. 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

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.

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Basic Land -- Plains

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

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2 B

Creature -- Vampire Cleric

Deathtouch
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/4

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine, Scheming Seer (W)(U)(B) Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raffine, Scheming Seer (W)(U)(B) Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raffine, Scheming Seer (W)(U)(B) Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raffine, Scheming Seer (W)(U)(B) Legendary Creature -- Sphinx Demon Flying, ward {1} Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Raffine's Tower Land -- Plains Island Swamp ({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Restless Anchorage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {U}.</p> <p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p> <p>Whenever this land attacks, create a Map token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Shattered Sanctum</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Shattered Sanctum</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Shattered Sanctum</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div> <p>{T}: Add {B}.</p> <p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. 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>Tishana's Tidebinder 2U</div> <div>Creature -- Merfolk Wizard</div> <div> <p>Flash</p> <p>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> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> Tishana's Tidebinder <div> <div>2</div> <div>U</div> </div> </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> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Underground River </div> <div> Land </div> <div> {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Underground River </div> <div> Land </div> <div> {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Underground River </div> <div> Land </div> <div> {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Aclazotz, Deepest Betrayal </div> <div> Card </div> <div> [sideboard] </div> <div> ----- - - - OTHER FACE - - - </div> <div> Aclazotz, Deepest Betrayal </div> <div> Card </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disdainful Stroke <div> <div>1</div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disdainful Stroke <div> <div>1</div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gix's Command <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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

<div><div><div>Gix's Command</div><div><div>3</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Loran of the Third Path</div><div><div>2</div><div>W</div></div></div><div><div>Legendary Creature -- Human Artificer</div><div>Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card.</div><div>[sideboard]</div></div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Pest Control</div><div><div>W</div><div>B</div></div></div><div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pest Control</div><div><div>W</div><div>B</div></div></div><div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pest Control</div><div><div>W</div><div>B</div></div></div><div><div>Sorcery</div><div>Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <p>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>[sideboard]</p> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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