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| <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>Adarkar Wastes</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 |
| <div><div>Combat Research</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card."<br/>As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature 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 PLAYbotbox.dev</div></div> | <div><div>Combat Research</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card."<br/>As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature 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 PLAYbotbox.dev</div></div> | <div><div>Combat Research</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card."<br/>As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature 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 PLAYbotbox.dev</div></div> | <div><div>Combat Research</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card."<br/>As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature 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 PLAYbotbox.dev</div></div> |

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| <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |

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| <b>Faerie Mastermind</b> ①②<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Mastermind</b> ①②<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Floodfarm Verge</b><br>Land<br>{T}: Add {W}.<br>{T}: Add {U}. Activate only if you control a Plains or an Island.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                             | <b>Floodfarm Verge</b><br>Land<br>{T}: Add {W}.<br>{T}: Add {U}. Activate only if you control a Plains or an Island.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                             |
| <b>Floodfarm Verge</b><br>Land<br>{T}: Add {W}.<br>{T}: Add {U}. Activate only if you control a Plains or an Island.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                       | <b>Floodfarm Verge</b><br>Land<br>{T}: Add {W}.<br>{T}: Add {U}. Activate only if you control a Plains or an Island.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                       | <b>Into the Flood Maw</b> ②<br>Instant<br>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.)<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Into the Flood Maw</b> ②<br>Instant<br>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.)<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Into the Flood Maw</div><div>Instant</div><div>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.)<br/>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.</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>( {T}: Add {U}.)</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>( {T}: Add {U}.)</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>( {T}: Add {U}.)</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>( {T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Malcolm, Alluring Scoundrel</div><div>Legendary Creature -- Siren Pirate</div><div>Flash<br/>Flying<br/>Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Malcolm, Alluring Scoundrel</div><div>Legendary Creature -- Siren Pirate</div><div>Flash<br/>Flying<br/>Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Malcolm, Alluring Scoundrel</div><div>Legendary Creature -- Siren Pirate</div><div>Flash<br/>Flying<br/>Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Malcolm, Alluring Scoundrel</div><div><div>1</div><div>U</div></div></div><div>Legendary Creature -- Siren Pirate</div><div>Flash<br/>Flying<br/>Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>No More Lies</div><div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>No More Lies</div><div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div>No More Lies</div><div><div>W</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  |

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| <div><div>Plumecreed Escort</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Bird Scout</div> <div>Flash<br/>Flying<br/>When this creature enters, target creature you control gains hexproof until end of turn.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plumecreed Escort</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Bird Scout</div> <div>Flash<br/>Flying<br/>When this creature enters, target creature you control gains hexproof until end of turn.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plumecreed Escort</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Bird Scout</div> <div>Flash<br/>Flying<br/>When this creature enters, target creature you control gains hexproof until end of turn.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plumecreed Escort</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Bird Scout</div> <div>Flash<br/>Flying<br/>When this creature enters, target creature you control gains hexproof until end of turn.</div> <div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  |
| <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div><div>Seachrome Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div><div>Shardmage's Rescue</div><div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>Flash<br/>Enchant creature you control<br/>As long as this Aura entered this turn, enchanted creature has hexproof.<br/>Enchanted creature gets +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

W

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Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
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W

Flash  
Enchant creature you control  
As long as this Aura entered this  
turn, enchanted creature has  
hexproof.  
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flash  
Enchant creature you control  
As long as this Aura entered this  
turn, enchanted creature has  
hexproof.  
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
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battlefield.  
Enchanted creature gets +1/+0 and  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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U

Flash (You may cast this spell any time you could cast an instant.)  
Flying  
{3}{U}: Draw a card.

1/1

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| <div><div><div>Spectral Sailor</div><div>①U</div></div><div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Valgavoth's Lair</div></div><div><div>Enchantment Land</div><div>Hexproof<br/>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Valgavoth's Lair</div></div><div><div>Enchantment Land</div><div>Hexproof<br/>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Valgavoth's Lair</div></div><div><div>Enchantment Land</div><div>Hexproof<br/>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                   |
| <div><div><div>Disdainful Stroke</div><div>①U</div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.<br/><br/>[sideboard]</div><div><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                 | <div><div><div>Doorkeeper Thrull</div><div>①W</div></div><div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.<br/><br/>[sideboard]</div><div><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Doorkeeper Thrull</div><div>①W</div></div><div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.<br/><br/>[sideboard]</div><div><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Elspeth's Smite</div><div>W</div></div><div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.<br/><br/>[sideboard]</div><div><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Elspeth's Smite</div><div>W</div></div><div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, 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><div>Ghost Vacuum</div><div>1</div></div><div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Into the Flood Maw</div><div>U</div></div><div><div>Instant</div><div>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.</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>1U</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>1U</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>1U</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>                                                                                                                                                                                                                                                                    |

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| <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>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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> <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> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>Flash</div> <div>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> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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