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| <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.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div><div>Harbinger of the Seas</div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           |

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| <div><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></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><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><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><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><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><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><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> |

Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Merfolk

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

Creature -- Merfolk

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**2/2**

Creature -- Merfolk

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Creature -- Merfolk

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Creature -- Merfolk

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Creature -- Merfolk

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| <b>Master of the Pearl Trident</b> (U)(U)<br>Creature -- Merfolk<br>Other Merfolk creatures you control get +1/+1 and have islandwalk. (They can't be blocked as long as defending player controls an Island.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Merfolk Trickster</b> (U)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 | <b>Merfolk Trickster</b> (U)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 | <b>Merfolk Trickster</b> (U)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 |
| <b>Merfolk Trickster</b> (U)(U)<br>Creature -- Merfolk Wizard<br>Flash<br>When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                       | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mockingbird</b> (X)(U)<br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><b>Mutavault</b></div><div>Token Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                       | <div><div><b>Mutavault</b></div><div>Token Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                        | <div><div><b>Mutavault</b></div><div>Token Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                        | <div><div><b>Oboro, Palace in the Clouds</b></div><div>Legendary Land</div><div><div><div>{T}: Add {U}.</div><div>{1}: Return Oboro to its owner's hand.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             |
| <div><div><b>Otawara, Soaring City</b></div><div>Legendary Land</div><div><div><div>{T}: Add {U}.</div><div>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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Phantasmal Image</b> (1)(U)</div><div>Creature -- Illusion</div><div><div><div>You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."</div></div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Phantasmal Image</b> (1)(U)</div><div>Creature -- Illusion</div><div><div><div>You may have this creature enter as a copy of any creature on the battlefield, except it's an Illusion in addition to its other types and it has "When this creature becomes the target of a spell or ability, sacrifice it."</div></div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Polluted Delta</b></div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Sea's Claim</div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant land (Target a land as you cast this. This card enters attached to that land.)</p> <p>Enchanted land is an Island.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Sea's Claim</div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant land (Target a land as you cast this. This card enters attached to that land.)</p> <p>Enchanted land is an Island.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Sea's Claim</div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant land (Target a land as you cast this. This card enters attached to that land.)</p> <p>Enchanted land is an Island.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Sea's Claim</div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant land (Target a land as you cast this. This card enters attached to that land.)</p> <p>Enchanted land is an Island.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           |
| <div> <div>Silvergill Adept</div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}.</p> <p>When this creature enters, draw a card.</p> </div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Silvergill Adept</div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}.</p> <p>When this creature enters, draw a card.</p> </div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Silvergill Adept</div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}.</p> <p>When this creature enters, draw a card.</p> </div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Silvergill Adept</div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>As an additional cost to cast this spell, reveal a Merfolk card from your hand or pay {3}.</p> <p>When this creature enters, draw a card.</p> </div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                               | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                               | <div><div>Svyelun of Sea and Sky ①④④</div><div>Legendary Creature -- Merfolk God</div><div>Svyelun has indestructible as long as you control at least two other Merfolk.<br/>Whenever Svyelun attacks, draw a card.<br/>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>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Svyelun of Sea and Sky ①④④</div><div>Legendary Creature -- Merfolk God</div><div>Svyelun has indestructible as long as you control at least two other Merfolk.<br/>Whenever Svyelun attacks, draw a card.<br/>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>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tide Shaper ④</div><div>Creature -- Merfolk Wizard</div><div>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br/>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br/>This creature gets +1/+1 as long as an opponent controls an Island.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tide Shaper ④</div><div>Creature -- Merfolk Wizard</div><div>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br/>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br/>This creature gets +1/+1 as long as an opponent controls an Island.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tide Shaper ④</div><div>Creature -- Merfolk Wizard</div><div>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br/>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br/>This creature gets +1/+1 as long as an opponent controls an Island.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Tide Shaper ④</div><div>Creature -- Merfolk Wizard</div><div>Kicker {1} (You may pay an additional {1} as you cast this spell.)<br/>When this creature enters, if it was kicked, target land becomes an Island for as long as this creature remains on the battlefield.<br/>This creature gets +1/+1 as long as an opponent controls an Island.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |

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| <div><div><div>Vodalian Hexcatcher</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk Wizard</div><div>Flash<br/>Other Merfolk you control get +1/+1.<br/>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<br/>Other Merfolk you control get +1/+1.<br/>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<br/>Other Merfolk you control get +1/+1.<br/>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<br/>Other Merfolk you control get +1/+1.<br/>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>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div><div>L 5</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.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</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.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |

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| <div><div><div>Echoing Truth</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div><div>Echoing Truth</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div><div>Flusterstorm</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Flusterstorm</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Grafddigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</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>Grafdigger's Cage</div> <div>①</div> </div> <div>Artifact</div> <div> <p>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hurkyl's Recall</div> <div>①①</div> </div> <div>Instant</div> <div> <p>Return all artifacts target player owns to their hand.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hurkyl's Recall</div> <div>①①</div> </div> <div>Instant</div> <div> <p>Return all artifacts target player owns to their hand.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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