

Choked Estuary Land As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choked Estuary Land As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choked Estuary Land As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choked Estuary Land As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ego Drain B Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. If you don't control a Faerie, exile a card from your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ego Drain B Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. If you don't control a Faerie, exile a card from your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ego Drain B Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. If you don't control a Faerie, exile a card from your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ego Drain B Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. If you don't control a Faerie, exile a card from your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Faerie Dreamthief B Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Dreamthief B Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Dreamthief B Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Fencing XB Instant Target creature gets -X/-X until end of turn. That creature gets an additional -3/-3 until end of turn if you controlled a Faerie as you cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Faerie Fencing X B Instant Target creature gets -X/-X until end of turn. That creature gets an additional -3/-3 until end of turn if you controlled a Faerie as you cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Fencing X B Instant Target creature gets -X/-X until end of turn. That creature gets an additional -3/-3 until end of turn if you controlled a Faerie as you cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Fencing X B Instant Target creature gets -X/-X until end of turn. That creature gets an additional -3/-3 until end of turn if you controlled a Faerie as you cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Vandal 1 U Creature -- Faerie Rogue Flash (You may cast this spell any time you could cast an instant.) Flying Whenever you draw your second card each turn, put a +1/+1 counter on this creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Grasp Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infernal Grasp Instant Destroy target creature. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talion's Messenger 2 U Creature -- Faerie Noble Flying Whenever you attack with one or more Faeries, draw a card, then discard a card. When you discard a card this way, put a +1/+1 counter on target Faerie you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talion's Messenger 2 U Creature -- Faerie Noble Flying Whenever you attack with one or more Faeries, draw a card, then discard a card. When you discard a card this way, put a +1/+1 counter on target Faerie you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crippling Fear 2BB Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crippling Fear 2BB Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crippling Fear 2BB Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act 1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act 1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Heartless Act 1B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	