Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Seer (U)

Creature -- Faerie Wizard

Flying
When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Seer (U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nezumi2512 - Modern (Öcher Modern Series Vol. 2) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Faerie Tauntings (2)(B)

Kindred Enchantment -- Faerie

Whenever you cast a spell during an opponent's turn, you may have each opponent lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Tauntings (2)(B)

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Whenever you cast a spell during an opponent's turn, you may have each opponent lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Tauntings (2)(B)

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Whenever you cast a spell during an opponent's turn, you may have each opponent lose 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Trickery (1)(U)(U)

Kindred Instant -- Faerie

Counter target non-Faerie spell. 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

Faerie Trickery (1)(U)(U)

Kindred Instant -- Faerie

Counter target non-Faerie spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target non-Faerie spell. 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

Glamer Gifter (1)(U)

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, choose up to one other target creature. Until end of turn, that creature has base power and toughness 4/4 and gains all creature types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glen Elendra Pranksters (3)(U)

Creature -- Faerie Wizard

Flying
Whenever you cast a spell during an opponent's turn, you may return target creature you control to its owner's hand.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glen Elendra Pranksters (3)(U)

Creature -- Faerie Wizard

Flying
Whenever you cast a spell during an opponent's turn, you may return target creature you control to its owner's hand.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glen Elendra Pranksters (3)(U)

Creature -- Faerie Wizard

Flying
Whenever you cast a spell during an opponent's turn, you may return target creature you control to its owner's hand.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nezumi2512 - Modern (Öcher Modern Series Vol. 2) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Mistbind Clique {3}{U}

Creature -- Faerie Wizard

Flash
Flying
Champion a Faerie (When this enters, sacrifice it unless you exile another Faerie you control. When this leaves the battlefield, that card returns to the battlefield.)
When a Faerie is championed with this creature, tap all lands target player controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistbind Clique {3}{U}

Creature -- Faerie Wizard

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Champion a Faerie (When this enters, sacrifice it unless you exile another Faerie you control. When this leaves the battlefield, that card returns to the battlefield.)
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When a Faerie is championed with this creature, tap all lands target player controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oona's Gatewarden {U/B}

Creature -- Faerie Soldier

Defender, flying
Wither (This deals damage to creatures in the form of -1/-1 counters.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Faerie Soldier

Defender, flying
Wither (This deals damage to creatures in the form of -1/-1 counters.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestermite {2}{U}

Creature -- Faerie Rogue

Flash
Flying
When this creature enters, you may tap or untap target permanent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestermite {2}{U}

Creature -- Faerie Rogue

Flash
Flying
When this creature enters, you may tap or untap target permanent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nezumi2512 - Modern (Öcher Modern Series Vol. 2) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Pestermite (2)(U)

Creature -- Faerie Rogue

Flash
Flying
When this creature enters, you may tap or untap target permanent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestermite (2)(U)

Creature -- Faerie Rogue

Flash
Flying
When this creature enters, you may tap or untap target permanent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quickling (1)(U)

Creature -- Faerie Rogue

Flash (You may cast this spell any time you could cast an instant.)
Flying
When this creature enters, sacrifice it unless you return another creature you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quickling (1)(U)

Creature -- Faerie Rogue

Flash (You may cast this spell any time you could cast an instant.)
Flying
When this creature enters, sacrifice it unless you return another creature you control to its owner's hand.

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Flying
When this creature enters, sacrifice it unless you return another creature you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shipwreck Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or more other lands.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nezumi2512 - Modern (Öcher Modern Series Vol. 2) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Sower of Temptation 2UU

Creature -- Faerie Wizard

Flying
When this creature enters, gain control of target creature for as long as this creature remains on the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sower of Temptation 2UU

Creature -- Faerie Wizard

Flying
When this creature enters, gain control of target creature for as long as this creature remains on the battlefield.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellstutter Sprite 1U

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellstutter Sprite 1U

Creature -- Faerie Wizard

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Flying
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Flying
When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwelcome Sprite 1U

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, surveil 2. (Look at the top two cards of your library. You may put any number of them into your graveyard and the rest on top of your library in any order.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwelcome Sprite 1U

Creature -- Faerie Rogue

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2/1

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Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
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Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Scatter {1}{U}

Instant

Counter target creature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Scatter {1}{U}

Instant

Counter target creature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Tauntings {2}{B}

Kindred Enchantment -- Faerie

Whenever you cast a spell during an opponent's turn, you may have each opponent lose 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nezumi2512 - Modern (Öcher Modern Series Vol. 2) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Pack's Disdain {1}{B}

Instant

Choose a creature type. Target creature gets -1/-1 until end of turn for each permanent of the chosen type you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pack's Disdain {1}{B}

Instant

Choose a creature type. Target creature gets -1/-1 until end of turn for each permanent of the chosen type you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syncopate {X}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syncopate {X}{U}

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwelcome Sprite {1}{U}

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, surveil 2. (Look at the top two cards of your library. You may put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wydwen, the Biting Gale {2}{U}{B}

Legendary Creature -- Faerie Wizard

Flash
Flying
{U}{B}, Pay 1 life: Return Wydwen to its owner's hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wydwen, the Biting Gale {2}{U}{B}

Legendary Creature -- Faerie Wizard

Flash
Flying
{U}{B}, Pay 1 life: Return Wydwen to its owner's hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nezumi2512 - Modern (Öcher Modern Series Vol. 2) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Zephyr Sprite U

Creature -- Faerie

Flying

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zephyr Sprite U

Creature -- Faerie

Flying

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zephyr Sprite U

Creature -- Faerie

Flying

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.