

Barrow Naughty (1)(B) Creature -- Faerie Flying This creature has lifelink as long as you control another Faerie. {2}{B}: This creature gets +1/+0 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barrow Naughty (1)(B) Creature -- Faerie Flying This creature has lifelink as long as you control another Faerie. {2}{B}: This creature gets +1/+0 until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deduce (1)(U) Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deduce (1)(U) Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drag the Canal (U)(B) Instant Create a 2/2 white and blue Detective creature token. If a creature died this turn, you gain 2 life, surveil 2, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Faerie Slumber Party (4)(U)(U) Sorcery Return all creatures to their owners' hands. For each opponent who controlled a creature returned this way, you create two 1/1 blue Faerie creature tokens with flying and "This token can block only creatures with flying." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Freeze in Place (1)(U) Sorcery Tap target creature an opponent controls and put three stun counters on it. Scry 2. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Freeze in Place (1)(U) Sorcery Tap target creature an opponent controls and put three stun counters on it. Scry 2. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mocking Sprite 2U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 2U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obyra, Dreaming Duelist UB Legendary Creature -- Faerie Warrior Flash Flying Whenever another Faerie you control enters, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Obyra, Dreaming Duelist UB Legendary Creature -- Faerie Warrior Flash Flying Whenever another Faerie you control enters, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster 1U Creature -- Faerie Rogue Flying, vigilance 1/3 -----ADVENTURE----- Free the Fae 1U Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster 1U Creature -- Faerie Rogue Flying, vigilance 1/3 -----ADVENTURE----- Free the Fae 1U Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quick Study 2U Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 U

Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Ward {2}
As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

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U

Flying, ward {2}
This creature enters tapped with three stun counters on it. (If it would become untapped, remove a stun counter from it instead.)
{1}{U}: Untap this creature.

3/3

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U

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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U

Flying
When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snaremaster Sprite ^U Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellscorn Coven ^{3B} Creature -- Faerie Warlock Flying When this creature enters, each opponent discards a card. 2/3 ----- ADVENTURE ----- Take It Back ^{2U} Instant -- Adventure Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellscorn Coven ^{3B} Creature -- Faerie Warlock Flying When this creature enters, each opponent discards a card. 2/3 ----- ADVENTURE ----- Take It Back ^{2U} Instant -- Adventure Return target spell to its owner's hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Stutter ^{1U} 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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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 PLAYbotbox.dev	Talion, the Kindly Lord 2 U B Legendary Creature -- Faerie Noble Flying As Talion enters, choose a number between 1 and 10. Whenever an opponent casts a spell with mana value, power, or toughness equal to the chosen number, that player loses 2 life and you draw a card. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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