

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

This land enters tapped.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.
{3}, {T}, Sacrifice this land:
Return target card that has an Adventure from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(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 PLAY bothox.dev

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.

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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

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<div><div><div>Faerie Dreamthief</div><div>(B)</div></div><div>Creature -- Faerie Warlock</div><div><div>Flying</div><div>When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Fencing</div><div>(X)(B)</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Fencing</div><div>(X)(B)</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Fencing</div><div>(X)(B)</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Halo Forager1UB</div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When this creature enters, you may pay {X}. When you do, you may cast target instant or sorcery card with mana value X from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.</p> </div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Halo Forager1UB</div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When this creature enters, you may pay {X}. When you do, you may cast target instant or sorcery card with mana value X from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.</p> </div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Invasion of Amonkhet1UB</div> <div>Battle -- Siege</div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</p> <p>When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.)</p> </div> <div>D 4</div> <div>----- BACK FACE -----</div> <div> <div>Lazotep Convert</div> <div>Creature -- Zombie</div> <div> <p>You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Invasion of Amonkhet1UB</div> <div>Battle -- Siege</div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</p> <p>When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.)</p> </div> <div>D 4</div> <div>----- BACK FACE -----</div> <div> <div>Lazotep Convert</div> <div>Creature -- Zombie</div> <div> <p>You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
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3 B

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, target opponent discards two cards.

D 4

- - - BACK FACE - - -

Creature -- Faerie

Flying
At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, this creature deals 2 damage to them.

2/2

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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Morbid Opportunist (2)(B)

Creature -- Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.

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Creature -- Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.

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Obyra, Dreaming Duelist (U)(B)

Legendary Creature -- Faerie Warrior

Flash
Flying
Whenever another Faerie you control enters, each opponent loses 1 life.

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Obyra, Dreaming Duelist (U)(B)

Legendary Creature -- Faerie Warrior

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Whenever another Faerie you control
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Legendary Creature -- Faerie Warrior

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Whenever another Faerie you control
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Old Flitterfang (4) (B)

Legendary Creature -- Rat Faerie

Flying
At the beginning of each end step,
if a creature died this turn, create
a Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
{2}{B}, Sacrifice another creature
or artifact: Old Flitterfang gets
+2/+2 until end of turn.

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Old Flitterfang (4) (B)

Legendary Creature -- Rat Faerie

Flying
At the beginning of each end step,
if a creature died this turn, create
a Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
{2}{B}, Sacrifice another creature
or artifact: Old Flitterfang gets
+2/+2 until end of turn.

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<div> Old Flitterfang (4)(B) </div> <div> Legendary Creature -- Rat Faerie </div> <div> Flying At the beginning of each end step, if a creature died this turn, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}{B}, Sacrifice another creature or artifact: Old Flitterfang gets +2/+2 until end of turn. </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Picklock Prankster (1)(U) </div> <div> Creature -- Faerie Rogue </div> <div> Flying, vigilance </div> <div> <div>1/3</div> </div> <div> ----- ADVENTURE ----- </div> <div> Free the Fae (1)(U) </div> <div> Instant -- Adventure </div> <div> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Picklock Prankster (1)(U) </div> <div> Creature -- Faerie Rogue </div> <div> Flying, vigilance </div> <div> <div>1/3</div> </div> <div> ----- ADVENTURE ----- </div> <div> Free the Fae (1)(U) </div> <div> Instant -- Adventure </div> <div> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Render Inert (2)(B) </div> <div> Sorcery </div> <div> Remove up to five counters from target permanent. Draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - Sezycy - Standard (Brewers Cup I)

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.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Barrow Naughty</div> <div>1B</div> <div>Creature -- Faerie</div> <div>Flying This creature has lifelink as long as you control another Faerie. {2}{B}: This creature gets +1/+0 until end of turn.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Barrow Naughty</div> <div>1B</div> <div>Creature -- Faerie</div> <div>Flying This creature has lifelink as long as you control another Faerie. {2}{B}: This creature gets +1/+0 until end of turn.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ego Drain</div><div>B</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ego Drain</div><div>B</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fading Hope</div><div>U</div><div>Instant</div><div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Stutter</div><div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Stutter</div><div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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