

1 B

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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Land

This land enters tapped.
{T}: Add {U} or {B}.
{1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn.

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① U U U

Instant

```
Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
```

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① U U U

Choose two --

- * Counter target spell.
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1 U U U

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1 U U U

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  owner's hand.
* Tap all creatures your opponents
  control.
* Draw a card.
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Land

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

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① B

Destroy target nonblack creature.

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① ②

Destroy target nonblack creature.

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Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. 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	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2
until end of turn.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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②③

Creature -- Faerie Soldier

Flash
Flying
Other Faerie creatures you control
get +1/+1.
Other Faeries you control have
shroud. (They can't be the targets
of spells or abilities.)

1/1

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②③

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1/1

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Scion of Oona 2 U Creature -- Faerie Soldier Flash Flying Other Faerie creatures you control get +1/+1. Other Faeries you control have shroud. (They can't be the targets of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Glen Land As this land enters, you may reveal a Faerie card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Glen Land As this land enters, you may reveal a Faerie card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Glen Land As this land enters, you may reveal a Faerie card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Secluded Glen Land As this land enters, you may reveal a Faerie card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellstutter Sprite 1 U 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 PLAYbotbox.dev

① ②

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

① ②

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

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① ②

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

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Basic Land - - Swamp

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

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③

Equipped creature gets +2/+2 and has protection from black and from green.

Whenever equipped creature deals combat damage to a player, that player discards a card and you untap all lands you control.

Equip {2}

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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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Target player reveals their hand.
You choose a nonland card from it.
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① U U

Flash
Flying
When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Flash
Flying
When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

3/1

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BB

```
Destroy target non-Vampire,
non-Werewolf, non-Zombie creature.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

```
Destroy target non-Vampire,
non-Werewolf, non-Zombie creature.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Swamp

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

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2 B B

Destroy all creatures. They can't be regenerated.

[sideboard]

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B

Destroy target green or white creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -2/-2 until end of turn.

[sideboard]

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sheet 8/10 - 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.

Disfigure B Instant Target creature gets -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drown in Sorrow 1B B Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Explosives X Artifact Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sower of Temptation 2UUU Creature -- Faerie Wizard Flying When this creature enters, gain control of target creature for as long as this creature remains on the battlefield. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sower of Temptation 2UUU Creature -- Faerie Wizard Flying When this creature enters, gain control of target creature for as long as this creature remains on the battlefield. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spellskite 2 Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	