

Accumulated Knowledge 1 U Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulated Knowledge 1 U Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulated Knowledge 1 U Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accumulated Knowledge 1 U Instant Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exclude 2U Instant Counter target creature spell. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclude 2U Instant Counter target creature spell. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclude 2U Instant Counter target creature spell. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclude 2U Instant Counter target creature spell. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
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Lonely Sandbar Land This land enters tapped. {T}: Add {U}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lonely Sandbar Land This land enters tapped. {T}: Add {U}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lonely Sandbar Land This land enters tapped. {T}: Add {U}. Cycling {U} ({U}, Discard this card: Draw a card.) 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	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	Prohibit (1)(U) Instant Kicker {2} (You may pay an additional {2} as you cast this spell.) Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quicksand Land {T}: Add {C}. {T}, Sacrifice this land: Target attacking creature without flying gets -1/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quicksand Land {T}: Add {C}. {T}, Sacrifice this land: Target attacking creature without flying gets -1/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quicksand Land {T}: Add {C}. {T}, Sacrifice this land: Target attacking creature without flying gets -1/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quicksand Land {T}: Add {C}. {T}, Sacrifice this land: Target attacking creature without flying gets -1/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repulse Instant Return target creature to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repulse Instant Return target creature to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repulse Instant Return target creature to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 U

Return target creature to its owner's hand.
Draw a card.

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③ ④

Flash
Flying

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

③ ④

Flash
Flying

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

①②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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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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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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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Affinity for Islands (This spell costs {1} less to cast for each Island you control.)
Flying

2/4

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Think Twice 1 U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Think Twice 1 U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Think Twice 1 U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Think Twice 1 U Instant Draw a card. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
Annul U Instant Counter target artifact or enchantment spell. [sideboard]	Annul U Instant Counter target artifact or enchantment spell. [sideboard]	Boomerang U U Instant Return target permanent to its owner's hand. [sideboard]	Curfew U Instant Each player returns a creature they control to its owner's hand. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curfew Instant Each player returns a creature they control to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curfew Instant Each player returns a creature they control to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Macabre Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gut Shot Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gut Shot Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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