

Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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U U

As an additional cost to cast this spell, return a land you control to its owner's hand.
Counter target spell.

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U

Flying
When this creature enters, if you control another creature named Faerie Miscreant, draw a card.

1/1

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Morph--Return two Islands you control to their owner's hand. (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, draw two cards.

1/3

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Morph--Return two Islands you control to their owner's hand. (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, draw two cards.

1/3

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Fathom Seer 1 U Creature -- Illusion Morph--Return two Islands you control to their owner's hand. (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, draw two cards. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ninja of the Deep Hours 3 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ninja of the Deep Hours 3 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ninja of the Deep Hours 3 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ninja of the Deep Hours 3 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Piracy Charm Instant Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piracy Charm Instant Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Piracy Charm Instant Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preordain U Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snap 1U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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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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U

Draw two cards. Then discard a card unless you return a land you control to its owner's hand.

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Other enchantments have "At the
beginning of your upkeep, sacrifice
this enchantment unless you pay
{2}."
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Enchant green or white creature
Enchanted creature has "At the
beginning of your upkeep, sacrifice
this creature unless you discard a
card."

[sidebar]

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U

Enchant green or white creature
Enchanted creature has "At the
beginning of your upkeep, sacrifice
this creature unless you discard a
card."

[sideboard]

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U

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U 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	Hydroblast U 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	Hydroblast U 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
Hydroblast U 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	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormbound Geist 1 U U Creature -- Spirit Flying This creature can block only creatures with flying. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormbound Geist 1 U U Creature -- Spirit Flying This creature can block only creatures with flying. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Viridian Longbow1 Artifact -- Equipment Equipped creature has "{T}: This creature deals 1 damage to any target." Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter's Rest1U Snow Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter's Rest1U Snow Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	