

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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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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①②

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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1/3

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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.

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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

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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.

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Playtest cards - Team5c - Pauper (Pauper Challenge)

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 3/10 - 8 cards - 2.5 x 3.5 in each

U

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.

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U

Look at the top three cards of your library, then put them back in any order. You may shuffle.

Draw a card.

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Draw a card.

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Look at the top three cards of your library, then put them back in any order. You may shuffle.

Draw a card.

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U

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.)

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U

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.)

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Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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$$(\{T\} : \text{Add } \{U\}.)$$

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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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1/1

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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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2/4

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Spire Golem ⑥ Artifact Creature -- Golem Affinity for Islands (This spell costs {1} less to cast for each Island you control.) Flying 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Lesson ② ④ Instant Draw two cards. Then discard a card unless you return a land you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Lesson ② ④ Instant Draw two cards. Then discard a card unless you return a land you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vulshok Morningstar ② Artifact -- Equipment Equipped creature gets +2/+2. Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aura Flux ② ④ Enchantment Other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coral Net ④ Enchantment -- Aura Enchant green or white creature Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coral Net ④ Enchantment -- Aura Enchant green or white creature Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curse of Chains ① ④ ⑥ ⑧ Enchantment -- Aura Enchant creature At the beginning of each upkeep, tap enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Chains 1 W/U Enchantment -- Aura Enchant creature At the beginning of each upkeep, tap enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	
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