

Misty Rainforest



Land

☞, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

Shelly Wan
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Faerie Formation 4



Creature — Faerie

Flying

3: Create a 1/1 blue Faerie creature token with flying. Draw a card.

The throng flitted from castle to castle, leaving a trail of star-crossed love, damaging rumors, and missing heirlooms in their wake.

5/4

316 ELD • EN R RYAN YEE
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Faerie Harbinger 3



Creature — Faerie Wizard

Flash
Flying

When Faerie Harbinger comes into play, you may search your library for a Faerie card, reveal it, then shuffle your library and put that card on top of it.

Larry MacDougall
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Faerie Macabre 1



Creature — Faerie Rogue

Flying

Discard Faerie Macabre: Remove up to two target cards in graveyards from the game.

The line between dream and death is gauzy and fragile. She leads those too near it from one side to the other.

2/2

rk post
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Faerie Swarm 3



Creature — Faerie

Flying

Faerie Swarm's power and toughness are each equal to the number of blue permanents you control.

Untouched by the Aurora, Oona's faeries greeted the night like any other day.

★/★

Zoltan Boros & Gabor Szikszai
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Faerie Trickery 1



Tribal Instant — Faerie

Counter target non-Faerie spell. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

The fae are so quick and their life spans so short that it's difficult to get retribution for their pranks.

Terese Nielsen
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Fetid Pools



Land — Island Swamp

(☞: Add or to your mana pool.)

Fetid Pools enters the battlefield tapped.

Cycling 2 (2, Discard this card: Draw a card.)

243/269 R AKH • EN JONAS DE RO
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Halo Forager 1



Creature — Faerie Rogue

Flying

When Halo Forager enters the battlefield, you may pay . 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.

3/1

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Indigo Faerie 1



Creature — Faerie Wizard

Flying

: Target permanent becomes blue in addition to its other colors until end of turn.

"You should see your face right now."

1/1

Steve Prescott
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Knacksaw Clique

3



Creature — Faerie Rogue



Flying

1, 6, 9: Target opponent removes the top card of his or her library from the game. Until end of turn, you may play that card. (9 is the untap symbol.)

Most of the Knacksaw clique's skills were hewn from the minds of others.

— Steven Belledin

1/4

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Lofty Denial

1



Instant

M21

Counter target spell unless its controller pays 1. If you control a creature with flying, counter that spell unless its controller pays 4 instead.

The mage scowled as yet another bolt splashed harmlessly against seemingly empty air.

056/274 C
M21 • EN • MANUEL CASTANON

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Puppeteer Clique

3



Creature — Faerie Wizard



Flying

When Puppeteer Clique comes into play, put target creature card in an opponent's graveyard into play under your control. It has haste. At the end of your turn, remove it from the game.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

— Daren Bader

3/2

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Rankle, Master of Pranks

2



Legendary Creature — Faerie Rogue



Flying, haste

Whenever Rankle, Master of Pranks deals combat damage to a player, choose any number —

- Each player discards a card.
- Each player loses 1 life and draws a card.
- Each player sacrifices a creature.

3/3

101/269 M
ELD • EN • DMITRY BURMAK

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Scion of Oona

2



Creature — Faerie Soldier



Flash

Flying

Other Faerie creatures you control get +1/+1.

Other Faeries you control have shroud. (A permanent with shroud can't be the target of spells or abilities.)

1/1

— Eric Fortune

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Sea Sprite

1



Summon Faerie

Flying, protection from red

"No one can catch what won't be caught."

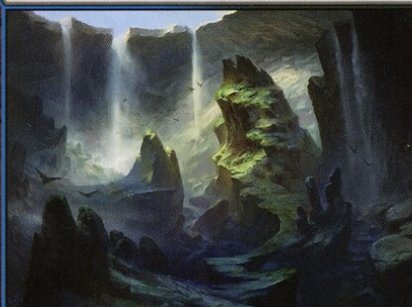
—Kakra, sea troll

Illus. Rebecca Guay

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1/1

Sunken Hollow



Land — Island Swamp



(: Add or .)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

On the continent of Tazeem, rushing waters plunge through narrow canyons into mist-cloaked lakes.

431 R
NCC • EN • ADAM PAQUETTE

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Winter Eladrin

2



Creature — Faerie Elf Wizard



Gust of Wind — When Winter Eladrin enters the battlefield, return up to one other target creature to its owner's hand.

"If you want a warm welcome, you'll have to seek it elsewhere."

2/2

104/361 C
CLB • EN • ALEXANDR LESKINEN

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