

Brinebarrow Intruder U Creature -- Human Rogue Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Faerie Miscreant U Creature -- Faerie Rogue Flying When this creature enters, if you control another creature named Faerie Miscreant, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Miscreant U Creature -- Faerie Rogue Flying When this creature enters, if you control another creature named Faerie Miscreant, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Miscreant U Creature -- Faerie Rogue Flying When this creature enters, if you control another creature named Faerie Miscreant, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Miscreant U Creature -- Faerie Rogue Flying When this creature enters, if you control another creature named Faerie Miscreant, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Harrier Strix Ⓢ Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harrier Strix Ⓢ Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harrier Strix Ⓢ Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Humbling Elder Ⓢ Creature -- Human Monk Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Flash
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 3/10 - 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.

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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Moon-Circuit Hacker1U Enchantment Creature -- Human Ninja Ninjutsu {U} ({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. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moon-Circuit Hacker1U Enchantment Creature -- Human Ninja Ninjutsu {U} ({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. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moon-Circuit Hacker1U Enchantment Creature -- Human Ninja Ninjutsu {U} ({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. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ninja of the Deep Hours3U 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	Of One Mind (2)(U) Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.
Of One Mind (2)(U) Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.	Of One Mind (2)(U) Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.	Of One Mind (2)(U) Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.	Snap (1)(U) Instant Return target creature to its owner's hand. Untap up to two lands.

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	Snaremaster Sprite U Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snaremaster Sprite U Creature -- Faerie Wizard Flying When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 <td> 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 <td> 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 <td> 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 </td></td></td>	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 <td> 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 <td> 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 </td></td>	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 <td> 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 </td>	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
Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td></td></td>	Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td></td>	Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td>	Annu1 U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Steel Sabotage Instant Choose one -- * Counter target artifact spell. * Return target artifact to its owner's hand. [sideboard]	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard]	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard]	
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Playtest cards - Ranlore - Pauper (Axion Now Commoners Cup)

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