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 PLAY botbox.dev

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Creature -- Human Rogue

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When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.

1/2

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

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAY botbox.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 PLAY botbox.dev

Faerie Miscreant (U)

Creature -- Faerie Rogue

Flying
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1/1

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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 PLAY botbox.dev

Faerie Seer (U)

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 PLAY botbox.dev

Faerie Seer (U)

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moon-Circuit Hacker (1)(U)

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 PLAY botbox.dev

Moon-Circuit Hacker (1)(U)

Enchantment Creature -- Human Ninja

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Snap 1U

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snap 1U

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snap 1U

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

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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.

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 PLAY botbox.dev

Unable to Scream {U}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unable to Scream {U}

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Envelop (U)

Instant

Counter target sorcery spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Envelop (U)

Instant

Counter target sorcery spell.

[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

Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mastroelche - Mono Blue Faeries (Paupergeddon Summer 2026 Main Event) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unable to Scream (U)

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.