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| <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |

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| <div><div>Faerie Miscreant</div><div>Ⓢ</div></div> <div>Creature -- Faerie Rogue</div> <div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Faerie Miscreant</div><div>Ⓢ</div></div> <div>Creature -- Faerie Rogue</div> <div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Faerie Miscreant</div><div>Ⓢ</div></div> <div>Creature -- Faerie Rogue</div> <div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Faerie Miscreant</div><div>Ⓢ</div></div> <div>Creature -- Faerie Rogue</div> <div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             |
| <div><div>Faerie Seer</div><div>Ⓢ</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>When this creature enters, scry 2.<br/>(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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Faerie Seer</div><div>Ⓢ</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>When this creature enters, scry 2.<br/>(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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Faerie Seer</div><div>Ⓢ</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>When this creature enters, scry 2.<br/>(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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Faerie Seer</div><div>Ⓢ</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>When this creature enters, scry 2.<br/>(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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Harrier Strix</div> <div>U</div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, tap target permanent.</div> <div>{2}{U}: Draw a card, then discard a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Harrier Strix</div> <div>U</div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, tap target permanent.</div> <div>{2}{U}: Draw a card, then discard a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Harrier Strix</div> <div>U</div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, tap target permanent.</div> <div>{2}{U}: Draw a card, then discard a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                            |
| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Moon-Circuit Hacker1U</div><div>Enchantment Creature -- Human Ninja</div><div>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.</div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Moon-Circuit Hacker1U</div><div>Enchantment Creature -- Human Ninja</div><div>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.</div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Moon-Circuit Hacker1U</div><div>Enchantment Creature -- Human Ninja</div><div>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.</div><div>2/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Moon-Circuit Hacker</b> (1)(U)<br>Enchantment Creature -- Human Ninja<br>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ninja of the Deep Hours</b> (3)(U)<br>Creature -- Human Ninja<br>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.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ninja of the Deep Hours</b> (3)(U)<br>Creature -- Human Ninja<br>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.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ninja of the Deep Hours</b> (3)(U)<br>Creature -- Human Ninja<br>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.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ninja of the Deep Hours</b> (3)(U)<br>Creature -- Human Ninja<br>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.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                     | <b>Of One Mind</b> (2)(U)<br>Sorcery<br>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br>Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                  | <b>Of One Mind</b> (2)(U)<br>Sorcery<br>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br>Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                  | <b>Of One Mind</b> (2)(U)<br>Sorcery<br>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br>Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                  |

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| <div>Of One Mind</div> <div>2U</div> <div>Sorcery</div> <div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snap</div> <div>1U</div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Snap</div> <div>1U</div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Snap</div> <div>1U</div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            |
| <div>Snap</div> <div>1U</div> <div>Instant</div> <div>Return target creature to its owner's hand. Untap up to two lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Spellstutter Sprite</div> <div>1U</div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spellstutter Sprite</div> <div>1U</div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spellstutter Sprite</div> <div>1U</div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Spellstutter Sprite</b> ① ②<br>Creature -- Faerie Wizard<br>Flash<br>Flying<br>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unable to Scream</b> ①<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unable to Scream</b> ①<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unable to Scream</b> ①<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Blue Elemental Blast</b> ① ②<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                              | <b>Cryoshatter</b> ①<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets -5/-0.<br>When enchanted creature becomes tapped or is dealt damage, destroy it.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                 | <b>Cryoshatter</b> ①<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature gets -5/-0.<br>When enchanted creature becomes tapped or is dealt damage, destroy it.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                 | <b>Envelop</b> ①<br>Instant<br>Counter target sorcery spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                |



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| <div><div>Envelop</div><div>Instant</div><div>Counter target sorcery spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --</div><div>* Counter target spell if it's red.</div><div>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Hydroblast</div><div>Instant</div><div>Choose one --</div><div>* Counter target spell if it's red.</div><div>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --</div><div>* Counter target spell if it's red.</div><div>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --</div><div>* Counter target spell if it's red.</div><div>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Steel Sabotage</div><div>Instant</div><div>Choose one --</div><div>* Counter target artifact spell.</div><div>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Steel Sabotage</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steel Sabotage</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steel Sabotage</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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