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| <div><div><div>Brinebarrow Intruder</div><div>Ⓢ</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>Ⓢ</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>Ⓢ</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>ⓈⓈ</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>ⓈⓈ</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>ⓈⓈ</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>ⓈⓈ</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Dispel</div><div>Ⓢ</div></div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Faerie Miscreant</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><div>Faerie Miscreant</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><div>Faerie Miscreant</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><div>Faerie Miscreant</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><div>Faerie Seer</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><div>Faerie Seer</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> |

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

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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>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>Moon-Circuit Hacker</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.)<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.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moon-Circuit Hacker</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.)<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.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Moon-Circuit Hacker</b> ①②<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>Moon-Circuit Hacker</b> ①②<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>Mutagenic Growth</b> GP<br>Instant<br>({G/P} can be paid with either {G} or 2 life.)<br>Target creature gets +2/+2 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | <b>Mutagenic Growth</b> GP<br>Instant<br>({G/P} can be paid with either {G} or 2 life.)<br>Target creature gets +2/+2 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           |
| <b>Ninja of the Deep Hours</b> ③④<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> ③④<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> ③④<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> ③④<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 |

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| <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           | <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Of One Mind</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div><p>This spell costs {2} less to cast if you control a Human creature and a non-Human creature.<br/>Draw two cards.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Snaremaster Sprite</div><div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div><p>Flying<br/>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.)</p></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Snaremaster Sprite</div><div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div><p>Flying<br/>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.)</p></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div>Instant</div> <div><p>Counter target noncreature spell unless its controller pays {2}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div>Instant</div> <div><p>Counter target noncreature spell unless its controller pays {2}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           |

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| <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |
| <div><div>Annu1</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Annu1</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Annu1</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Bind the Monster</div><div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature<br/>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br/>Enchanted creature doesn't untap during its controller's untap step.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

U

Enchant creature  
When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.  
Enchanted creature doesn't untap during its controller's untap step.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature  
When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.  
Enchanted creature doesn't untap during its controller's untap step.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature  
When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.  
Enchanted creature doesn't untap during its controller's untap step.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- \* Counter target red spell.
- \* Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- \* Counter target red spell.
- \* Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- \* Counter target red spell.
- \* Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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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

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| <div><div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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