

Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Halimar Depths Land This land enters tapped. When this land enters, look at the top three cards of your library, then put them back in any order. {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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Mistblade Shinobi (2)(U) 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 return target creature that player controls to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistblade Shinobi (2)(U) 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 return target creature that player controls to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistblade Shinobi (2)(U) 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 return target creature that player controls to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistblade Shinobi (2)(U) 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 return target creature that player controls to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonblade Shinobi (3)(U) Creature -- Human Ninja Ninjutsu {2}{U} ({2}{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, create a 1/1 blue Illusion creature token with flying. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonblade Shinobi (3)(U) Creature -- Human Ninja Ninjutsu {2}{U} ({2}{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, create a 1/1 blue Illusion creature token with flying. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonblade Shinobi (3)(U) Creature -- Human Ninja Ninjutsu {2}{U} ({2}{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, create a 1/1 blue Illusion creature token with flying. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moonblade Shinobi (3)(U) Creature -- Human Ninja Ninjutsu {2}{U} ({2}{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, create a 1/1 blue Illusion creature token with flying. 3/2 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 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 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 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

Ninja of the Deep Hours ③④ 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 ③④ 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 ③④ 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 ③④ 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
Slither Blade ④ Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slither Blade ④ Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slither Blade ④ Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slither Blade ④ Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Daniel439 - Pauper (Pauper MTG Ijuí - Etapa Setembro)

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 7/10 - 8 cards - 2.5 x 3.5 in each

Smoke Shroud 1U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. When a Ninja you control enters, you may return this card from your graveyard to the battlefield attached to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoke Shroud 1U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. When a Ninja you control enters, you may return this card from your graveyard to the battlefield attached to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoke Shroud 1U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. When a Ninja you control enters, you may return this card from your graveyard to the battlefield attached to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smoke Shroud 1U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has flying. When a Ninja you control enters, you may return this card from your graveyard to the battlefield attached to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aqueous Form U Enchantment -- Aura Enchant creature Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aqueous Form U Enchantment -- Aura Enchant creature Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aqueous Form U Enchantment -- Aura Enchant creature Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aqueous Form U Enchantment -- Aura Enchant creature Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sigil of Sleep U Enchantment -- Aura Enchant creature Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigil of Sleep U Enchantment -- Aura Enchant creature Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigil of Sleep U Enchantment -- Aura Enchant creature Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sigil of Sleep U Enchantment -- Aura Enchant creature Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Turn Aside Instant Counter target spell that targets a permanent you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Turn Aside Instant Counter target spell that targets a permanent you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Turn Aside Instant Counter target spell that targets a permanent you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	