

Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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U U

As an additional cost to cast this spell, return a land you control to its owner's hand.
Counter target spell.

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U

Flying
When this creature enters, if you control another creature named Faerie Miscreant, draw a card.

1/1

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① ②

Morph--Return two Islands you control to their owner's hand. (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, draw two cards.

1/3

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1/3

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Mystic Sanctuary

Land -- Island

{T}: Add {U}.)
This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.

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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

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2/2

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Piracy Charm

Instant

Choose one --

- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.)
- * Target creature gets +2/-1 until end of turn.
- * Target player discards a card.

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Piracy Charm Instant Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	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
Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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Affinity for Islands (This spell costs {1} less to cast for each Island you control.)
Flying

2/4

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Spire Golem 6 Artifact Creature -- Golem Affinity for Islands (This spell costs {1} less to cast for each Island you control.) Flying 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spire Golem 6 Artifact Creature -- Golem Affinity for Islands (This spell costs {1} less to cast for each Island you control.) Flying 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Lesson 2 U Instant Draw two cards. Then discard a card unless you return a land you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Lesson 2 U Instant Draw two cards. Then discard a card unless you return a land you control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aura Flux 2 U Enchantment Other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coral Net U Enchantment -- Aura Enchant green or white creature Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gut Shot RP Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gut Shot RP Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gut Shot RP Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [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	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	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
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	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormbound Geist 1UU Creature -- Spirit Flying This creature can block only creatures with flying. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormbound Geist 1UU Creature -- Spirit Flying This creature can block only creatures with flying. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormbound Geist 1 U U Creature -- Spirit Flying This creature can block only creatures with flying. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter's Rest 1 U Snow Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter's Rest 1 U Snow Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - mechrataal - Pauper (Pauper League)

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