

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

<div><div>Faerie Miscreant</div><div>Ⓢ</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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>Ⓢ</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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>Ⓢ</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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>Ⓢ</div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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>Ⓢ</div><div>Creature -- Faerie Wizard</div><div>Flying</div><div>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Faerie Seer</div><div>Ⓢ</div><div>Creature -- Faerie Wizard</div><div>Flying</div><div>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Faerie Seer</div><div>Ⓢ</div><div>Creature -- Faerie Wizard</div><div>Flying</div><div>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Faerie Seer</div><div>Ⓢ</div><div>Creature -- Faerie Wizard</div><div>Flying</div><div>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.)</div><div>1/1</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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$$(\{T\} : \text{Add } \{U\}.)$$

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Artifact -- Equipment

Equipped creature gets +1/+2. Whenever you draw your second card each turn, attach this Equipment to target creature you control.

Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

<p>Ninja of the Deep Hours ③④</p> <p>Creature -- Human Ninja</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ninja of the Deep Hours ③④</p> <p>Creature -- Human Ninja</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ninja of the Deep Hours ③④</p> <p>Creature -- Human Ninja</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ninja of the Deep Hours ③④</p> <p>Creature -- Human Ninja</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Preordain ④</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Preordain ④</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Preordain ④</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Preordain ④</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</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><div>Creature -- Faerie Wizard</div><div>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.)</div></div> <div><div>1/1</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><div>Creature -- Faerie Wizard</div><div>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.)</div></div> <div><div>1/1</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><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</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><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Wizard</div><div>Flash Flying 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><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Wizard</div><div>Flash Flying 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><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Wizard</div><div>Flash Flying 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><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Wizard</div><div>Flash Flying 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>
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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]

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[sidebar]
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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.
```

[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.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

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[sideboard]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Echoing Truth</div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Echoing Truth</div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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