

Brinebarrow Intruder U Creature -- Human Rogue Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brinebarrow Intruder U Creature -- Human Rogue Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brinebarrow Intruder U Creature -- Human Rogue Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Miscreant Creature -- Faerie Rogue Flying When this creature enters, if you control another creature named Faerie Miscreant, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Miscreant Creature -- Faerie Rogue Flying When this creature enters, if you control another creature named Faerie Miscreant, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Faerie Seer Ⓢ Creature -- Faerie Wizard Flying 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harrier Strix Ⓢ Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harrier Strix Ⓢ Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	Moon-Circuit Hacker1U 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 PLAYbotbox.dev	Moon-Circuit Hacker1U 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 PLAYbotbox.dev

Moon-Circuit Hacker ①② 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 ①② 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
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Of One Mind 2 U Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Of One Mind 2 U Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Of One Mind 2 U Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Of One Mind 2 U Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. 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 PLAYbotbox.dev	Snap 1 U Instant Return target creature to its owner's hand. Untap up to two lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snaremaster Sprite U Creature -- Faerie Wizard 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snaremaster Sprite U Creature -- Faerie Wizard 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spellstutter Sprite 1 U Creature -- Faerie Wizard 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellstutter Sprite 1 U Creature -- Faerie Wizard 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellstutter Sprite 1 U Creature -- Faerie Wizard 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellstutter Sprite 1 U Creature -- Faerie Wizard 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bind the Monster Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bind the Monster Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bind the Monster Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bind the Monster Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brinebarrow Intruder Creature -- Human Rogue Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast 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 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 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 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	Steel Sabotage Instant Choose one -- * Counter target artifact spell. * Return target artifact to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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