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| <div><div><div><b>Bind the Monster</b><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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Bind the Monster</b><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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Counterspell</b><div>ⓈⓈ</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>  | <div><div><div><b>Counterspell</b><div>ⓈⓈ</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>  |
| <div><div><div><b>Counterspell</b><div>ⓈⓈ</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div><b>Counterspell</b><div>ⓈⓈ</div></div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                  | <div><div><div><b>Dispel</b><div>Ⓢ</div></div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div><b>Dispel</b><div>Ⓢ</div></div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Faerie Miscreant</div><div>Ⓢ</div></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>Faerie Miscreant</div><div>Ⓢ</div></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>Faerie Miscreant</div><div>Ⓢ</div></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>Faerie Miscreant</div><div>Ⓢ</div></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>Faerie Seer</div><div>Ⓢ</div></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>Faerie Seer</div><div>Ⓢ</div></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>Faerie Seer</div><div>Ⓢ</div></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>Faerie Seer</div><div>Ⓢ</div></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> |

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| <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>Humbling Elder</b> <sup>U</sup><br>Creature -- Human Monk<br>Flash<br>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Humbling Elder</b> <sup>U</sup><br>Creature -- Human Monk<br>Flash<br>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Humbling Elder</b> <sup>U</sup><br>Creature -- Human Monk<br>Flash<br>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Humbling Elder</b> <sup>U</sup><br>Creature -- Human Monk<br>Flash<br>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br><div>1/2</div> 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> |
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| <p><b>Moon-Circuit Hacker</b> ①②</p> <p>Enchantment Creature -- Human Ninja</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Moon-Circuit Hacker</b> ①②</p> <p>Enchantment Creature -- Human Ninja</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Moon-Circuit Hacker</b> ①②</p> <p>Enchantment Creature -- Human Ninja</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Moon-Circuit Hacker</b> ①②</p> <p>Enchantment Creature -- Human Ninja</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Ninja of the Deep Hours</b> 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.)<br/>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><b>Ninja of the Deep Hours</b> 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.)<br/>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><b>Ninja of the Deep Hours</b> 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.)<br/>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><b>Ninja of the Deep Hours</b> 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.)<br/>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>                                                                     |

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

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| <div><div><div>Spellstutter Sprite</div><div><div>1</div><div>U</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><div>Spellstutter Sprite</div><div><div>1</div><div>U</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><div>Spellstutter Sprite</div><div><div>1</div><div>U</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><div>Spellstutter Sprite</div><div><div>1</div><div>U</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><div>Annu1</div><div><div>U</div></div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div><div>Annu1</div><div><div>U</div></div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div><div>Annu1</div><div><div>U</div></div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div><div>Annu1</div><div><div>U</div></div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                |

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| <b>Azure Fleet Admiral</b> (3)(U)<br>Creature -- Human Pirate<br>When this creature enters, you become the monarch.<br>This creature can't be blocked by creatures the monarch controls.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bind the Monster</b> (U)<br>Enchantment -- Aura<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       |
| <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                           | <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Dispel</b> (U)<br>Instant<br>Counter target instant spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                 | <b>Hydroblast</b> (U)<br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> </div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Steel Sabotage</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Counter target artifact spell.</div> <div>* Return target artifact to its owner's hand.</div> </div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Steel Sabotage</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Counter target artifact spell.</div> <div>* Return target artifact to its owner's hand.</div> </div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - barff - Pauper (Pauper Challenge 32)

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