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

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| <b>Faerie Miscreant</b> <sup>U</sup><br>Creature -- Faerie Rogue<br>Flying<br>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                            | <b>Faerie Miscreant</b> <sup>U</sup><br>Creature -- Faerie Rogue<br>Flying<br>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                            | <b>Faerie Miscreant</b> <sup>U</sup><br>Creature -- Faerie Rogue<br>Flying<br>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                            | <b>Faerie Miscreant</b> <sup>U</sup><br>Creature -- Faerie Rogue<br>Flying<br>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                            |
| <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Seer</b> <sup>U</sup><br>Creature -- Faerie Wizard<br>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.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Force Spike</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force Spike</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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> |
| <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>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                |
| <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                |

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| <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<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><div>1/1</div></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<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><div>1/1</div></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>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>       |

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| <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spellstutter Sprite</b> ①②<br>Creature -- Faerie Wizard<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Annu l</b> ②<br>Instant<br>Counter target artifact or enchantment spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | <b>Annu l</b> ②<br>Instant<br>Counter target artifact or enchantment spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | <b>Annu l</b> ②<br>Instant<br>Counter target artifact or enchantment spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | <b>Blue Elemental Blast</b> ②<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                                                                               |

Playtest cards - Beicodegeia - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target red spell.</li> <li>* Destroy target red permanent.</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target red spell.</li> <li>* Destroy target red permanent.</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target red spell.</li> <li>* Destroy target red permanent.</li> </ul> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Boomerang</div> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Return target permanent to its owner's hand. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                      |
| <div> <div>Cogwork Wrestler</div> <div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Gnome</div> <div> Flash When this creature enters, target creature an opponent controls gets -2/-0 until end of turn. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                   | <div> <div>Relic of Progenitus</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <div>Relic of Progenitus</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <div>Relic of Progenitus</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Steel Sabotage</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steel Sabotage</div><div>Instant</div><div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunken City</div><div>Enchantment</div><div>At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}{U}.<br/>Blue creatures get +1/+1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - Beicodegeia - Pauper (Pauper League)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each