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| <p><b>Ascendant Spirit</b> <span>U</span></p> <p>Snow Creature -- Spirit</p> <p>{S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3.</p> <p>{S}{S}{S}: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4.</p> <p>{S}{S}{S}{S}: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card."</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ascendant Spirit</b> <span>U</span></p> <p>Snow Creature -- Spirit</p> <p>{S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3.</p> <p>{S}{S}{S}: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4.</p> <p>{S}{S}{S}{S}: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card."</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ascendant Spirit</b> <span>U</span></p> <p>Snow Creature -- Spirit</p> <p>{S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3.</p> <p>{S}{S}{S}: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4.</p> <p>{S}{S}{S}{S}: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card."</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ascendant Spirit</b> <span>U</span></p> <p>Snow Creature -- Spirit</p> <p>{S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3.</p> <p>{S}{S}{S}: If this creature is a Warrior, put a flying counter on it and it becomes a Spirit Warrior Angel with base power and toughness 4/4.</p> <p>{S}{S}{S}{S}: If this creature is an Angel, put two +1/+1 counters on it and it gains "Whenever this creature deals combat damage to a player, draw a card."</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Brazen Borrower</b> <span>1U</span></p> <p>Creature -- Faerie Rogue</p> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <p><b>3/1</b></p> <p>-----<br/>- - - ADVENTURE - - -</p> <p><b>Petty Theft</b> <span>1U</span></p> <p>Instant -- Adventure</p> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                              | <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."</p> <p>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                     | <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."</p> <p>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                     | <p><b>Curious Obsession</b> <span>U</span></p> <p>Enchantment -- Aura</p> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."</p> <p>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                     |

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| <div><div>Curious Obsession</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."<br/>At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faceless Haven</div><div>Snow Land</div><div>{T}: Add {C}.<br/>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.<br/>It's still a land. ({S} can be paid with one mana from a snow source.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faceless Haven</div><div>Snow Land</div><div>{T}: Add {C}.<br/>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.<br/>It's still a land. ({S} can be paid with one mana from a snow source.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faceless Haven</div><div>Snow Land</div><div>{T}: Add {C}.<br/>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.<br/>It's still a land. ({S} can be paid with one mana from a snow source.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Geistlight Snare</div><div>Instant</div><div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Geistlight Snare</div><div>Instant</div><div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Geistlight Snare</div><div>Instant</div><div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Geistlight Snare</div><div>Instant</div><div>This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.<br/>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |

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| <b>Mausoleum Wanderer</b> <span>U</span><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <span>U</span><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <span>U</span><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mausoleum Wanderer</b> <span>U</span><br>Creature -- Spirit<br>Flying<br>Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.<br>Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Otawara, Soaring City</b><br>Legendary Land<br>{T}: Add {U}.<br>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Plumecreed Escort</b> <span>1U</span><br>Creature -- Bird Scout<br>Flash<br>Flying<br>When this creature enters, target creature you control gains hexproof until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Plumecreed Escort</b> <span>1U</span><br>Creature -- Bird Scout<br>Flash<br>Flying<br>When this creature enters, target creature you control gains hexproof until end of turn.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Rattlechains</b> <span>1U</span><br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, target Spirit gains hexproof until end of turn.<br>You may cast Spirit spells as though they had flash.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                        |



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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Spectral Sailor</div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spectral Sailor</div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Spectral Sailor</div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spectral Sailor</div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |

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| <div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     | <div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            |
| <div><div>Fading Hope</div><div><div>U</div></div><div>Instant</div><div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fading Hope</div><div><div>U</div></div><div>Instant</div><div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Icon of Ancestry</div><div><div>3</div></div><div>Artifact</div><div>As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. {3}, {T}: Look at the top three cards of your library. You may reveal a creature card of the chosen type from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lofty Denial</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Lofty Denial</div> <div>①①</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lofty Denial</div> <div>①①</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Lofty Denial</div> <div>①①</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div>Mystical Dispute</div> <div>②①</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           |
| <div>Mystical Dispute</div> <div>②①</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Unable to Scream</div> <div>①</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>As long as enchanted creature is face down, it can't be turned face up.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unable to Scream</div> <div>①</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>As long as enchanted creature is face down, it can't be turned face up.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unlicensed Hearse</div> <div>②</div> <div>Artifact -- Vehicle</div> <div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div> <div>[sideboard]</div> <div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Unlicensed Hearse 2 </div> <div> Artifact -- Vehicle </div> <div> {T}: Exile up to two target cards from a single graveyard.<br/> Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/> Crew 2 </div> <div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Witness Protection U </div> <div> Enchantment -- Aura </div> <div> Enchant creature<br/> Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.) </div> <div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Witness Protection U </div> <div> Enchantment -- Aura </div> <div> Enchant creature<br/> Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.) </div> <div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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