

Ascendant Spirit U Snow Creature -- Spirit {S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3. {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. {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." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ascendant Spirit U Snow Creature -- Spirit {S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3. {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. {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." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ascendant Spirit U Snow Creature -- Spirit {S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3. {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. {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." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ascendant Spirit U Snow Creature -- Spirit {S}{S}: This creature becomes a Spirit Warrior with base power and toughness 2/3. {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. {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." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geistlight Snare2U Instant This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Geistlight Snare2U Instant This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geistlight Snare2U Instant This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geistlight Snare2U Instant This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lofty Denial1U Instant Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lofty Denial ①① Instant Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lofty Denial ①① Instant Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lofty Denial ①① Instant Counter target spell unless its controller pays {1}. If you control a creature with flying, counter that spell unless its controller pays {4} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Swirling Mist ⓧ① Instant As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mausoleum Wanderer ① Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mausoleum Wanderer ① Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mausoleum Wanderer ① Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mausoleum Wanderer ① Creature -- Spirit Flying Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn. Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)

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Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spectral Sailor Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Sailor Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Sailor Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Sailor Creature -- Spirit Pirate Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Supreme Phantom 1 U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Phantom 1 U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Phantom 1 U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Phantom 1 U Creature -- Spirit Flying Other Spirits you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Change the Equation 1 U Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Change the Equation 1 U Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Change the Equation 1 U Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Change the Equation 1 U Instant Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Swirling Mist ⓧⓈ Instant As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②Ⓢ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②Ⓢ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute ②Ⓢ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slip Out the Back Ⓢ Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slip Out the Back Ⓢ Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slip Out the Back Ⓢ Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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