

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
Brazen Borrower 1U Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 ----- Petty Theft 1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. 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

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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

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

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Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mausoleum Wanderer ^U 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 PLAY botbox.dev	Mausoleum Wanderer ^U 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 PLAY botbox.dev	Mausoleum Wanderer ^U 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 PLAY botbox.dev	Mausoleum Wanderer ^U 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 PLAY botbox.dev
Otakara, Soaring City Legendary Land {T}: Add {U}. 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattlechains ^{1U} Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattlechains ^{1U} Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattlechains ^{1U} Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rattlechains 1 U Creature -- Spirit Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shacklegeist 1 U Creature -- Spirit Flying This creature can block only creatures with flying. Tap two untapped Spirits you control: Tap target creature you don't control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shacklegeist 1 U Creature -- Spirit Flying This creature can block only creatures with flying. Tap two untapped Spirits you control: Tap target creature you don't control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shacklegeist 1 U Creature -- Spirit Flying This creature can block only creatures with flying. Tap two untapped Spirits you control: Tap target creature you don't control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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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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
Aether Gust 1 U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lofty Denial 1 U 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lofty Denial 1 U 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lofty Denial 1 U 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Miscast U Instant Counter target instant or sorcery spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U 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
Unsubstantiate 1 U Instant Return target spell or creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsubstantiate 1 U Instant Return target spell or creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsubstantiate 1 U Instant Return target spell or creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsubstantiate 1 U Instant Return target spell or creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witness Protection U Enchantment -- Aura Enchant creature 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection U Enchantment -- Aura Enchant creature 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection U Enchantment -- Aura Enchant creature 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - Casey, Patrick - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday -

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