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 {1}{U}{U}

Creature -- Faerie Rogue

Flash
Flying
This creature can block only creatures with flying.

3/1

- - - ADVENTURE - - -

Petty Theft {1}{U}

Instant -- Adventure

Return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brazen Borrower {1}{U}{U}

Creature -- Faerie Rogue

Flash
Flying
This creature can block only creatures with flying.

3/1

- - - ADVENTURE - - -

Petty Theft {1}{U}

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

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.

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 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 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 PLAY botbox.dev

Geistlight Snare (2)(U)

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 PLAY botbox.dev

Geistlight Snare (2)(U)

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 PLAY botbox.dev

Geistlight Snare (2)(U)

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 PLAY botbox.dev

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.

Geistlight Snare {2}{U}

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 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.

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.

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

Nebelgast Herald {2}{U}

Creature -- Spirit

Flash
Flying
Whenever this creature or another Spirit you control enters, tap target creature an opponent controls.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Otawara, 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.

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

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

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

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

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

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.

Slip Out the Back (U)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slip Out the Back (U)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slip Out the Back (U)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Sailor (U)

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 PLAY botbox.dev

Spectral Sailor (U)

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 PLAY botbox.dev

Spectral Sailor (U)

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 PLAY botbox.dev

Spectral Sailor (U)

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 PLAY botbox.dev

Playtest cards - nagas4 - Pioneer v3 Group 22BF98 (Geistlight Snare, Curious Obsession) (P sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom {1}{U}

Creature -- Spirit

Flying
Other Spirits you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aethersphere Harvester {3}

Artifact -- Vehicle

Flying
When this Vehicle enters, you get {E}{E} (two energy counters).
Pay {E}: This Vehicle gains lifelink until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aethersphere Harvester {3}

Artifact -- Vehicle

Flying
When this Vehicle enters, you get {E}{E} (two energy counters).
Pay {E}: This Vehicle gains lifelink until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

March of Swirling Mist {X}{U}

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}{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

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

Reckoner Bankbuster {2}

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckoner Bankbuster {2}

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."
Crew 3

[sideboard]

4/4

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

Unable to Scream {U}

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[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

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

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.