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| <div> <div> <b>Ascendant Spirit</b> <span>U</span> </div> <div> Snow Creature -- Spirit </div> <div> <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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Ascendant Spirit</b> <span>U</span> </div> <div> Snow Creature -- Spirit </div> <div> <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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Ascendant Spirit</b> <span>U</span> </div> <div> Snow Creature -- Spirit </div> <div> <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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                    | <div> <div> <b>Ascendant Spirit</b> <span>U</span> </div> <div> Snow Creature -- Spirit </div> <div> <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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                    |
| <div> <div> <b>Brazen Borrower</b> <span>1U</span><span>U</span> </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <div>3/1</div> </div> <div> <div>-----</div> <div> <div> <b>Petty Theft</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>                                                                                   | <div> <div> <b>Brazen Borrower</b> <span>1U</span><span>U</span> </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <div>3/1</div> </div> <div> <div>-----</div> <div> <div> <b>Petty Theft</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>                                                                                   | <div> <div> <b>Curious Obsession</b> <span>U</span> </div> <div> Enchantment -- Aura </div> <div> <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> </div> <div> <div>-----</div> <div> <div> <b>Curious Obsession</b> <span>U</span> </div> <div> Enchantment -- Aura </div> <div> <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> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Curious Obsession</b> <span>U</span> </div> <div> Enchantment -- Aura </div> <div> <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> </div> <div> <div>-----</div> <div> <div> <b>Curious Obsession</b> <span>U</span> </div> <div> Enchantment -- Aura </div> <div> <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> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |

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| <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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div>                            |

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| <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>Icon of Ancestry</div> <div>Artifact</div> <div>As this artifact enters, choose a creature type.<br/>Creatures you control of the chosen type get +1/+1.<br/>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mausoleum Wanderer</div> <div>Creature -- Spirit</div> <div>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Rattlechains</div> <div>Creature -- Spirit</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Rattlechains</div> <div>Creature -- Spirit</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |

① ②

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**

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① ②

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**

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①②

Flying  
This creature can block only creatures with flying.  
Tap two untapped Spirits you control: Tap target creature you don't control.

2/2

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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

① ②

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

① ②

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

Basic Snow Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Snow Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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> |
| <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> |

Basic Snow Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Spirit

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

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## Instant

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| <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Supreme Phantom</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Spirit</div><div>Flying</div><div>Other Spirits you control get +1/+1.</div></div><div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>         |
| <div><div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>     | <div><div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>     | <div><div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>     | <div><div><div>Entrancing Melody</div><div><div>X</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Gain control of target creature with mana value X.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div>Entrancing Melody</div> <div>XUU</div> <div>Sorcery</div> <div>Gain control of target creature with mana value X.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div>Icon of Ancestry</div> <div>3</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>Lofty Denial</div> <div>1U</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>1U</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>1U</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>1U</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>2U</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>2U</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>                                 |

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| <div><div>Unlicensed Hearse<span>②</span></div><div>Artifact -- Vehicle</div><div><p>{T}: Exile up to two target cards from a single graveyard.</p><p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p><p>Crew 2</p><p>[sideboard]</p></div><div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse<span>②</span></div><div>Artifact -- Vehicle</div><div><p>{T}: Exile up to two target cards from a single graveyard.</p><p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p><p>Crew 2</p><p>[sideboard]</p></div><div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse<span>②</span></div><div>Artifact -- Vehicle</div><div><p>{T}: Exile up to two target cards from a single graveyard.</p><p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p><p>Crew 2</p><p>[sideboard]</p></div><div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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