

<div> <div> Ascendant Spirit U </div> <div> Snow Creature -- Spirit </div> <div> {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." </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Ascendant Spirit U </div> <div> Snow Creature -- Spirit </div> <div> {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." </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Ascendant Spirit U </div> <div> Snow Creature -- Spirit </div> <div> {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." </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Ascendant Spirit U </div> <div> Snow Creature -- Spirit </div> <div> {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." </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Brazen Borrower 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying This creature can block only creatures with flying. </div> <div> 3/1 </div> <div> ----- ADVENTURE ----- </div> <div> <div> Petty Theft 1U </div> <div> Instant -- Adventure </div> <div> Return target nonland permanent an opponent controls to its owner's hand. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Cryptic Coat 2U </div> <div> Artifact -- Equipment </div> <div> When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Cryptic Coat 2U </div> <div> Artifact -- Equipment </div> <div> When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Curious Obsession U </div> <div> Enchantment -- Aura </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Curious Obsession



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.

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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.)

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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



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

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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}.

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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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

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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This creature can block only creatures with flying.
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Basic Snow Land -- Island

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

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Basic Snow Land -- Island

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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><div>Spectral Sailor</div><div>U</div></div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spectral Sailor</div><div>U</div></div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spectral Sailor</div><div>U</div></div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spectral Sailor</div><div>U</div></div><div>Creature -- Spirit Pirate</div><div>Flash (You may cast this spell any time you could cast an instant.) Flying {3}{U}: Draw a card.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div><div></div></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> <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>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>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>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>Change the Equation</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --</div><div>* Counter target spell with mana value 2 or less.</div><div>* Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cryptic Coat</div><div><div>2</div><div>U</div></div></div> <div><div>Artifact -- Equipment</div><div>When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Icon of Ancestry</div><div><div>3</div></div></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> <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> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Lofty Denial</div><div>①①U</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><div>Lofty Denial</div><div>①①U</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><div>Lofty Denial</div><div>①①U</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><div>Mystical Dispute</div><div>②②U</div></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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U

Return target creature or enchantment an opponent controls to its owner's hand.

[sideboard]

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U

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.)

[sidebar]

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U

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[sidebar]

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