

<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>

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2 U

This spell costs {1} less to cast if you control a Spirit. It also costs {1} less to cast if you control an enchantment.

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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.

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U

Flying
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.

1/1

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U

Flying
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
Whenever another Spirit you control enters, this creature gets +1/+1 until end of turn.

1/1

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{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.

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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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<div><div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div><div>Creature -- Spirit</div><div>Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div><div>Creature -- Spirit</div><div>Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rattlechains</div><div><div>1</div><div>U</div></div></div><div>Creature -- Spirit</div><div>Flash Flying When this creature enters, target Spirit gains hexproof until end of turn. You may cast Spirit spells as though they had flash.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Shacklegeist</div><div><div>1</div><div>U</div></div></div><div>Creature -- Spirit</div><div>Flying This creature can block only creatures with flying. Tap two untapped Spirits you control: Tap target creature you don't control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Basic Snow Land -- Island

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Creature -- Spirit Pirate

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1/1

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Creature -- Spirit Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom

Creature -- Spirit

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

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom

Creature -- Spirit

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

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom

Creature -- Spirit

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

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Supreme Phantom

Creature -- Spirit

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

1/3

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Blue Sun's Twilight (X)(U)(U)

Sorcery

Gain control of target creature with mana value X or less. If X is 5 or more, create a token that's a copy of that creature.

[sidebar]

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Cryptic Coat

Artifact -- Equipment

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.

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Icon of Ancestry

Artifact

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.

[sidebar]

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Lofty Denial

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]

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Playtest cards - HER0tsukai - Pioneer (Pioneer Challenge 32)

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;

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Lofty Denial</div><div>①①</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>①①</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>①①</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>②①</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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<div> <div> Stern Dismissal <div>U</div> </div> <div> Instant </div> <div> Return target creature or enchantment an opponent controls to its owner's hand. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Witness Protection <div>U</div> </div> <div> Enchantment -- Aura </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Witness Protection <div>U</div> </div> <div> Enchantment -- Aura </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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