

Ajani, Caller of the Pride 1WW Legendary Planeswalker -- Ajani [+1]: Put a +1/+1 counter on up to one target creature. [-3]: Target creature gains flying and double strike until end of turn. [-8]: Create X 2/2 white Cat creature tokens, where X is your life total. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Scourge 1RR Creature -- Gremlin Haste (This creature can attack and {T} as soon as it comes under your control.) 33 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning R Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Courageous Goblin 1R Creature -- Goblin Whenever this creature attacks while you control a creature with power 4 or greater, this creature gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.) 22 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel 2W Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. 23 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Firebrand R Creature -- Goblin Pirate Haste (This creature can attack and {T} as soon as it comes under your control.) {T}, Sacrifice this creature: It deals 1 damage to any target. 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Felidar Savior 3W Creature -- Cat Beast Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, put a +1/+1 counter on each of up to two other target creatures you control. 23 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Put a +1/+1 counter on target creature. It gains flying until end of turn. Prevent all combat damage that would be dealt to it this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn.

1/1

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Raid -- This creature enters with a +1/+1 counter on it if you attacked this turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Choose one --

- * Creatures you control get +2/+0 until end of turn.
- * Create two 1/1 red Goblin creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent.

A deck can have any number of cards named Hare Apparent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent.

A deck can have any number of cards named Hare Apparent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, create a number of 1/1 white Rabbit creature tokens equal to the number of other creatures you control named Hare Apparent.

A deck can have any number of cards named Hare Apparent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Immolator 1 R Creature -- Human Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) {R}, Sacrifice this creature: It deals damage equal to its power to target creature or planeswalker. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Immolator 1 R Creature -- Human Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) {R}, Sacrifice this creature: It deals damage equal to its power to target creature or planeswalker. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helpful Hunter 1 W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Joust Through W Instant Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko, Mob Boss 2 R R Legendary Creature -- Goblin Warrior {T}: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R} .) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R} .) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sun-Blessed Healer 1W Creature -- Human Cleric Kicker {1}{W} (You may pay an additional {1}{W} as you cast this spell.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) When this creature enters, if it was kicked, return target nonland permanent card with mana value 2 or less from your graveyard to the battlefield. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sure Strike 1R Instant Target creature gets +3/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Youthful Valkyrie (1)(W) Creature -- Angel Flying Whenever another Angel you control enters, put a +1/+1 counter on this creature. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abyssal Harvester (1)(B)(B) Creature -- Demon Warlock {T}: Exile target creature card from a graveyard that was put there this turn. Create a token that's a copy of it, except it's a Nightmare in addition to its other types. Then exile all other Nightmare tokens you control. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aegis Turtle (U) Creature -- Turtle [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aegis Turtle (U) Creature -- Turtle [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Balmor, Battlemage Captain (U)(R) Legendary Creature -- Bird Wizard Flying Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brineborn Cutthroat (1)(U) Creature -- Merfolk Pirate Flash (You may cast this spell any time you could cast an instant.) Whenever you cast a spell during an opponent's turn, put a +1/+1 counter on this creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broken Wings (2)(G) Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bulk Up (1)(R) Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Arsteel - Limited (UOL FDN Sealed League)

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 6/17 - 8 cards - 2.5 x 3.5 in each

Burglar Rat 1 B Creature -- Rat When this creature enters, each opponent discards a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cackling Prowler 3 G Creature -- Hyena Rogue Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Morbid -- At the beginning of your end step, if a creature died this turn, put a +1/+1 counter on this creature. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Campus Guide 2 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Cyclops 2 R Creature -- Cyclops Wizard Whenever you cast a noncreature spell, this creature gets +3/+0 until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Divine Resilience W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature you control gains indestructible until end of turn. If this spell was kicked, instead any number of target creatures you control gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electroduplicate 2 R Sorcery Create a token that's a copy of target creature you control, except it has haste and "At the beginning of the end step, sacrifice this token." Flashback {2}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erudite Wizard 2 U Creature -- Human Wizard Whenever you draw your second card each turn, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleeting Distraction U Instant Target creature gets -1/-0 until end of turn. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin NegotiationXR Sorcery Goblin Negotiation deals X damage to target creature. Create a number of 1/1 red Goblin creature tokens equal to the amount of excess damage dealt to that creature this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grow from the Ashes2G Sorcery Kicker {2} (You may pay an additional {2} as you cast this spell.) Search your library for a basic land card, put it onto the battlefield, then shuffle. If this spell was kicked, instead search your library for two basic land cards, put them onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gutless Plunderer2B Creature -- Skeleton Pirate Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Raid -- When this creature enters, if you attacked this turn, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidetsugu's Second Rite3R Instant If target player has exactly 10 life, Hidetsugu's Second Rite deals 10 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icwind Elemental4U Creature -- Elemental Flying When this creature enters, draw a card, then discard a card. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerating Blast4R Sorcery Incinerating Blast deals 6 damage to target creature. You may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

④ R

Incinerating Blast deals 6 damage to target creature.
You may discard a card. If you do, draw a card.

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sheet 10/17 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Juggernaut4 Artifact Creature -- Juggernaut This creature attacks each combat if able. This creature can't be blocked by walls. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Macabre Waltz1B Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Macabre Waltz1B Sorcery Return up to two target creature cards from your graveyard to your hand, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mild-Mannered LibrarianG Creature -- Human {3}{G}: This creature becomes a Werewolf. Put two +1/+1 counters on it and you draw a card. Activate only once. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite2U Creature -- Faerie Rogue Flying Instant and sorcery spells you cast cost {1} less to cast. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painful Quandary 3 B B Enchantment Whenever an opponent casts a spell, that player loses 5 life unless they discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pilfer 1 B Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pilfer 1 B Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reassembling Skeleton (1)(B) Creature -- Skeleton Warrior {1}{B}: Return this card from your graveyard to the battlefield tapped. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyship Buccaneer (3)(U)(U) Creature -- Human Pirate Flying Raid -- When this creature enters, if you attacked this turn, draw a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Shackled Zombie (3)(B) Creature -- Zombie When this creature enters, exile up to two target cards from a single graveyard. If at least one creature card was exiled this way, each opponent loses 2 life and you gain 2 life. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spitfire Lagac (3)(R) Creature -- Lizard Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 13/17 - 8 cards - 2.5 x 3.5 in each

Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swiftwater Cliffs Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treetop Snarespinner Creature -- Spider Reach (This creature can block creatures with flying.) Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) {2}{6}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treetop Snarespinner Creature -- Spider Reach (This creature can block creatures with flying.) Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) {2}{6}: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinblade Blessing Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature has double strike. (It deals both first-strike and regular combat damage.) [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Uncharted Voyage Instant Target creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Gourmand Creature -- Vampire Whenever this creature attacks, you may sacrifice another creature. If you do, draw a card and this creature can't be blocked this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Nighthawk Creature -- Vampire Shaman Flying Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Soulcaller Creature -- Vampire Warlock Flying This creature can't block. When this creature enters, return target creature card from your graveyard to your hand. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Bloodwitch 1 B Creature -- Vampire Warlock Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3 G G Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wardens of the Cycle 1 B G G Creature -- Elf Warlock Morbid -- At the beginning of your end step, if a creature died this turn, choose one -- * You gain 2 life. * You draw a card and you lose 1 life. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wary Thespian 1 G Creature -- Cat Druid When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wary Thespian 1 G Creature -- Cat Druid When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/1 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		