

2 B B

Destroy target creature. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

3/3

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Ⓒ

Choose one --

- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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(B)

This creature enters tapped.

2/2

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2GG

Reach (This creature can block creatures with flying.)
Other Elf creatures you control get +1/+1.
Whenever Dwyne attacks, you gain 1 life for each attacking Elf you control.

3/4

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① ⑥

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

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B

As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.
Exile target creature or planeswalker.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$(\{T\}: \text{Add } \{G\}.)$$

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Target creature gets +3/+3 until end of turn.

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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.

2/2

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{1}, Sacrifice another creature: Put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{1}, Sacrifice another creature: Put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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Trample
Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.)
You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs.

7/7

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{1}{B}: Return this card from your graveyard to the battlefield tapped.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclamation Sage 2 6 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stab B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Tragic Banshee 4B Creature -- Spirit Morbid -- When this creature enters, target creature an opponent controls gets -1/-1 until end of turn. If a creature died this turn, that creature gets -13/-13 until end of turn instead. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wardens of the Cycle 1BGG 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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildwood Scourge XG Creature -- Hydra This creature enters with X +1/+1 counters on it. Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zul Ashur, Lich Lord 1B Legendary Creature -- Zombie Warlock Ward--Pay 2 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2 life.) {T}: You may cast target Zombie creature card from your graveyard this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambush Wolf 2 G Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Axgard Cavalry 1 R Creature -- Dwarf Berserker {T}: Target creature gains haste until end of turn. (It can attack and {T} this turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blanchwood Armor 2 G Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each Forest you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brass's Bounty 6 R Sorcery For each land you control, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2 G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Armor (2)(W) Artifact -- Equipment Flash (You may cast this spell any time you could cast an instant.) When this Equipment enters, attach it to target creature you control. That creature gains hexproof and indestructible until end of turn. Equipped creature gets +2/+0 and has flying. Equip {3}{W} ({3}{W}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cephalid Inkmage (2)(U) Creature -- Octopus Wizard When this creature enters, surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Threshold -- This creature can't be blocked as long as there are seven or more cards in your graveyard. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claws Out (3)(W)(W) Instant Affinity for Cats (This spell costs {1} less to cast for each Cat you control.) Creatures you control get +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Courageous Goblin (1)(R) 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curator of Destinies (4)(U)(U) Creature -- Sphinx This spell can't be countered. Flying When this creature enters, look at the top five cards of your library and separate them into a face-down pile and a face-up pile. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel (2)(W) Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dazzling Angel (2)(W) Creature -- Angel Flying Whenever another creature you control enters, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U B

Flying
Whenever this creature enters or attacks, draw a card, then discard a card.
Threshold -- This creature gets +1/+1 and has deathtouch as long as there are seven or more cards in your graveyard.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Equipped creature has "{1}, {T}, Tap Fishing Pole: Put a bait counter on Fishing Pole."
Whenever equipped creature becomes untapped, remove a bait counter from this Equipment. If you do, create a 1/1 blue Fish creature token.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Target creature gets -1/-0 until end of turn.
Draw a card.

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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Goblin Bushwhacker R Creature -- Goblin Warrior Kicker {R} (You may pay an additional {R} as you cast this spell.) When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Pick ② Artifact -- Equipment Equipped creature gets +1/+1. Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Good-Fortune Unicorn ①GW Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Good-Fortune Unicorn ①GW Creature -- Unicorn Whenever another creature you control enters, put a +1/+1 counter on that creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Xavion - 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 10/19 - 8 cards - 2.5 x 3.5 in each

Grow from the Ashes (2)(G) 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 PLAY botbox.dev	Grow from the Ashes (2)(G) 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 PLAY botbox.dev	Icewind Elemental (4)(U) Creature -- Elemental Flying When this creature enters, draw a card, then discard a card. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incinerating Blast (4)(R) 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 PLAY botbox.dev
Incinerating Blast (4)(R) 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 PLAY botbox.dev	Inspiration from Beyond (2)(U) Sorcery Mill three cards, then return an instant or sorcery card from your graveyard to your hand. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Paladin (2)(W) Creature -- Human Knight During your turn, this creature has first strike. (It deals combat damage before creatures without first strike.) During your turn, creatures you control with +1/+1 counters on them have first strike. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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sheet 11/19 - 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	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Midnight Snack Enchantment Raid -- At the beginning of your end step, if you attacked this turn, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}{B}, Sacrifice this enchantment: Target opponent loses X life, where X is the amount of life you gained this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mocking Sprite 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 PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① U U

Counter target spell. Draw a card, then discard a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Counter target spell. Draw a card, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R **G**

Haste (This creature can attack and {T} as soon as it comes under your control.)

Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.

{T}: Add {R} or {G}.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Defender
{T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

0/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Whenever this creature attacks, each opponent loses 1 life and you gain 1 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Raid -- At the beginning of your end step, if you attacked this turn, create a 1/1 red Goblin creature token.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑧

Seismic Rupture deals 2 damage to each creature without flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U U

Create a token that's a copy of target creature you control. Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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[sideboard]
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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	Slumbering Cerberus 1 R Creature -- Dog This creature doesn't untap during your untap step. Morbid -- At the beginning of each end step, if a creature died this turn, untap this creature. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stroke of Midnight 2 W Instant Destroy target nonland permanent. Its controller creates a 1/1 white Human creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stromkirk Bloodthief 2 B Creature -- Vampire Rogue At the beginning of your end step, if an opponent lost life this turn, put a +1/+1 counter on target Vampire you control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sure Strike 1 R Instant Target creature gets +3/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Uncharted Voyage

③ ①

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanguard Seraph

③ ①

Creature -- Angel Warrior

Flying

Whenever you gain life for the first time each turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev