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| <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   |
| <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Artist's Talent</div><div><div>1</div><div>R</div></div></div><div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Artist's Talent</div> <div>1R</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Artist's Talent</div> <div>1R</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Artist's Talent</div> <div>1R</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boomerang Basics</div> <div>U</div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Boomerang Basics</div> <div>U</div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                       | <div>Boomerang Basics</div> <div>U</div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                       | <div>Boomerang Basics</div> <div>U</div> <div>Sorcery -- Lesson</div> <div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                       | <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>(T: Add G or U.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   |

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| <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><b>Combustion Technique</b> 1R</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |
| <div><div><b>Combustion Technique</b> 1R</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Combustion Technique</b> 1R</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Combustion Technique</b> 1R</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Firebending Lesson</b> R</div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

®

Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

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®

Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost  $\{1\}$  less to cast as long as there are three or more Lesson cards in your graveyard.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- \* Iroh's Demonstration deals 1 damage to each creature your opponents control.
- \* Iroh's Demonstration deals 4 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- \* Iroh's Demonstration deals 1 damage to each creature your opponents control.
- \* Iroh's Demonstration deals 4 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

```
Whenever you discard a card, choose
one that hasn't been chosen this
turn --
* Draw a card.
* Create a Treasure token.
* Each opponent loses 3 life.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

```
Whenever you discard a card, choose
one that hasn't been chosen this
turn --
* Draw a card.
* Create a Treasure token.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Whenever you discard a card, choose one that hasn't been chosen this turn --

- \* Draw a card.
- \* Create a Treasure token.
- \* Each opponent loses 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

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| <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Origin of Metalbending ①⑥</div><div>Instant -- Lesson</div><div>Choose one --<br/>* Destroy target artifact or enchantment.<br/>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ral, Crackling Wit ②④⑥</div><div>Legendary Planeswalker -- Ral</div><div>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/>[-3]: Draw three cards, then discard two cards.<br/>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             |

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stormchaser's Talent (U)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)

When this Class enters, create a 1/1 blue and red Other creature token with prowess.

{3}{U}: Level 2

When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.

{5}{U}: Level 3

Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Other creature token with prowess.

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## Stormchaser's Talent (U)

Enchantment -- Class

```
(Gain the next level as a sorcery to
add its ability.)
When this Class enters, create a 1/1
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```

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## Stormchaser's Talent

Enchantment -- Class

(Gain the next level as a sorcery t add its ability.)

When this Class enters, create a 1/ blue and red Otter creature token with prowess.

{3}{U}: Level 2

When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.

{5}{U}: Level 3

Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

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| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Willowrush Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Willowrush Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Willowrush Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Broadside Barrage</div><div>Instant</div><div>Broadside Barrage deals 5 damage to target creature or planeswalker.<br/>Draw a card, then discard a card.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                      | <div><div>Flashfreeze</div><div>Instant</div><div>Counter target red or green spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Flashfreeze</div><div>Instant</div><div>Counter target red or green spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |

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| <div> <b>Origin of Metalbending</b> <span>①⑥</span> </div> <div> Instant -- Lesson </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Origin of Metalbending</b> <span>①⑥</span> </div> <div> Instant -- Lesson </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                   | <div> <b>Origin of Metalbending</b> <span>①⑥</span> </div> <div> Instant -- Lesson </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Quantum Riddler</b> <span>③④⑤</span> </div> <div> Creature -- Sphinx </div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> [sideboard] </div> <div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Quantum Riddler</b> <span>③④⑤</span> </div> <div> Creature -- Sphinx </div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> [sideboard] </div> <div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                     | <div> <b>Ral, Crackling Wit</b> <span>②④⑤</span> </div> <div> Legendary Planeswalker -- Ral </div> <div> <p>Whenever you cast a noncreature spell, put a loyalty counter on Ral.</p> <p>[+1]: Create a 1/1 blue and red Otter creature token with prowess.</p> <p>[-3]: Draw three cards, then discard two cards.</p> <p>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."</p> <p>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</p> </div> <div> [sideboard] </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Slagstorm</b> <span>①⑤⑤</span> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Slagstorm deals 3 damage to each creature.</li> <li>* Slagstorm deals 3 damage to each player.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    | <div> <b>Soul-Guide Lantern</b> <span>①</span> </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             |

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| <div> <div>Soul-Guide Lantern</div> <div>①</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div>①</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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