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| <div><div>Alquist Proft, Master Sleuth</div><div><div>1</div><div>W</div><div>U</div></div></div> <div><div>Legendary Creature -- Human Detective</div><div>Vigilance<br/>When Alquist Proft enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") {X}{W}{U}{U}, {T}, Sacrifice a Clue: You draw X cards and gain X life.</div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Caelorna, Coral Tyrant</div><div><div>1</div><div>U</div></div></div> <div><div>Legendary Creature -- Octopus</div><div></div><div>0/8</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                             | <div><div>Crystal Grotto</div></div> <div><div>Land</div><div>When this land enters, scry 1.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          |
| <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                  | <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Elegant Parlor</div></div> <div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Elegant Parlor</div></div> <div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <p><b>Enter the Avatar State</b> (W)</p> <p>Instant -- Lesson</p> <p>Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Galvanize</b> (1R)</p> <p>Instant</p> <p>Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                             | <p><b>Galvanize</b> (1R)</p> <p>Instant</p> <p>Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                               | <p><b>Gearbane Orangutan</b> (2R)</p> <p>Creature -- Ape</p> <p>Reach<br/>When this creature enters, choose one --<br/>* Destroy up to one target artifact.<br/>* Sacrifice an artifact. If you do, put two +1/+1 counters on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                   |
| <p><b>Gearbane Orangutan</b> (2R)</p> <p>Creature -- Ape</p> <p>Reach<br/>When this creature enters, choose one --<br/>* Destroy up to one target artifact.<br/>* Sacrifice an artifact. If you do, put two +1/+1 counters on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                    | <p><b>Gearbane Orangutan</b> (2R)</p> <p>Creature -- Ape</p> <p>Reach<br/>When this creature enters, choose one --<br/>* Destroy up to one target artifact.<br/>* Sacrifice an artifact. If you do, put two +1/+1 counters on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Gleaming Geardrake</b> (UR)</p> <p>Artifact Creature -- Drake</p> <p>Flying<br/>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Gleaming Geardrake</b> (UR)</p> <p>Artifact Creature -- Drake</p> <p>Flying<br/>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Incinerator of the Guilty (4)(R)(R)</div><div>Creature -- Dragon</div><div>Flying, trample<br/>Whenever this creature deals combat damage to a player, you may collect evidence X. When you do, this creature deals X damage to each creature and planeswalker that player controls. (To collect evidence X, exile cards with total mana value X or greater from your graveyard.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Incinerator of the Guilty (4)(R)(R)</div><div>Creature -- Dragon</div><div>Flying, trample<br/>Whenever this creature deals combat damage to a player, you may collect evidence X. When you do, this creature deals X damage to each creature and planeswalker that player controls. (To collect evidence X, exile cards with total mana value X or greater from your graveyard.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Incinerator of the Guilty (4)(R)(R)</div><div>Creature -- Dragon</div><div>Flying, trample<br/>Whenever this creature deals combat damage to a player, you may collect evidence X. When you do, this creature deals X damage to each creature and planeswalker that player controls. (To collect evidence X, exile cards with total mana value X or greater from your graveyard.)</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lightning Helix</div><div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                              | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                              | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                              | <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>No More Lies</div> <div><div>W</div><div>U</div></div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>No More Lies</div> <div><div>W</div><div>U</div></div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Novice Inspector</div> <div><div>W</div></div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Novice Inspector</div> <div><div>W</div></div> <div>Creature -- Human Detective</div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                        | <div>Restless Bivouac</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {R} or {W}.<br/>{1}{R}{W}: This land becomes a 2/2 red and white 0x creature until end of turn. It's still a land.<br/>Whenever this land attacks, put a +1/+1 counter on target creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Riptide Gearhulk</div><div>1W W U U</div></div><div>Artifact Creature -- Construct</div><div>Double strike<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top.</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Riverguard's Reflexes</div><div>1W</div></div><div>Instant</div><div>Target creature gets +2/+2 and gains first strike until end of turn.<br/>Untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Riverguard's Reflexes</div><div>1W</div></div><div>Instant</div><div>Target creature gets +2/+2 and gains first strike until end of turn.<br/>Untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Shock</div><div>R</div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |
| <div><div><div>Shock</div><div>R</div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                              | <div><div><div>Sigiled Starfish</div><div>1U</div></div><div>Creature -- Starfish</div><div>{T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sigiled Starfish</div><div>1U</div></div><div>Creature -- Starfish</div><div>{T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sigiled Starfish</div><div>1U</div></div><div>Creature -- Starfish</div><div>{T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sigiled Starfish</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Starfish</div><div>{T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div><div>0/3</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spectral Interference</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spectral Interference</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spectral Interference</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     | <div><div>Stormcarved Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                        | <div><div>Swiftwater Cliffs</div></div> <div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                       | <div><div>Swiftwater Cliffs</div></div> <div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                       |

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| <div> <div>Tenth District Hero</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human</div> <div> <div>{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.</div> <div>{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Tenth District Hero</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human</div> <div> <div>{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.</div> <div>{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Tranquil Cove</div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>When this land enters, you gain 1 life.</div> <div>{T}: Add {W} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>             | <div> <div>Tranquil Cove</div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>When this land enters, you gain 1 life.</div> <div>{T}: Add {W} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                      |
| <div> <div>Crystal Barricade</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>Prevent all noncombat damage that would be dealt to other creatures you control.</div> <div>[sideboard]</div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                              | <div> <div>Crystal Barricade</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Wall</div> <div> <div>Defender (This creature can't attack.)</div> <div>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>Prevent all noncombat damage that would be dealt to other creatures you control.</div> <div>[sideboard]</div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                              | <div> <div>Disdainful Stroke</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Duty Beyond Death</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>As an additional cost to cast this spell, sacrifice a creature.</div> <div>Creatures you control gain indestructible until end of turn.</div> <div>Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.)</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

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| <div><div>Essence Scatter<div><div>1U</div></div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Helping Hand<div><div>W</div></div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Molten Note<div><div>XRW</div></div><div>Sorcery</div><div>Molten Note deals damage to target creature equal to the amount of mana spent to cast this spell. Untap all creatures you control.<br/>Flashback {6}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage<div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |
| <div><div>Pursue the Past<div><div>RW</div></div><div>Sorcery</div><div>You gain 2 life. You may discard a card. If you do, draw two cards.<br/>Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pursue the Past<div><div>RW</div></div><div>Sorcery</div><div>You gain 2 life. You may discard a card. If you do, draw two cards.<br/>Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quick Study<div><div>2U</div></div><div>Instant</div><div>Draw two cards.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div>Quill-Blade Laureate<div><div>1W</div></div><div>Creature -- Human Cleric</div><div>Double strike<br/>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>[sideboard]</div><div>1/1</div><div>----- OTHER FACE -----</div><div><div>Twofold Intent<div><div>1W</div></div><div>Sorcery</div><div>Target creature gets +1/+0 and gains double strike until end of turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div> <div> Requisition Raid W </div> <div> Sorcery </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Destroy target artifact.</p> <p>+ {1} -- Destroy target enchantment.</p> <p>+ {1} -- Put a +1/+1 counter on each creature target player controls.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Soul-Guide Lantern 1 </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Soul-Guide Lantern 1 </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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