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| <div><div>Archive Trap</div><div><div>3UU</div></div></div> <div><div>Instant -- Trap</div><div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Archive Trap</div><div><div>3UU</div></div></div> <div><div>Instant -- Trap</div><div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Archive Trap</div><div><div>3UU</div></div></div> <div><div>Instant -- Trap</div><div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Archive Trap</div><div><div>3UU</div></div></div> <div><div>Instant -- Trap</div><div>If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Target opponent mills thirteen cards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Clearwater Pathway</div><div>Card</div></div> <div><div>-----<br/>- - - OTHER FACE - - -</div><div><div>Clearwater Pathway</div><div>Card</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>Crypt Incursion</div><div><div>2B</div></div></div> <div><div>Instant</div><div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                  | <div><div>Crypt Incursion</div><div><div>2B</div></div></div> <div><div>Instant</div><div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                  | <div><div>Darkslick Shores</div><div>Land</div></div> <div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      |

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| <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                     | <div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       |
| <div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Field of Ruin</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Field of Ruin</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Flooded Strand</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     | <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)</div><div>When you cycle this card, each opponent mills four cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)</div><div>When you cycle this card, each opponent mills four cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)</div><div>When you cycle this card, each opponent mills four cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div>Fractured Sanity</div><div>Sorcery</div><div><div><div>Each opponent mills fourteen cards. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)</div><div>When you cycle this card, each opponent mills four cards.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Hedron Crab</div><div>Creature -- Crab</div><div><div><div>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Hedron Crab</div><div>Creature -- Crab</div><div><div><div>Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       |

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Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)

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Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.)

0/2

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① ②

Kicker {3}{U}  
Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {3}{U}  
Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {3}{U}  
Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {3}{U}  
Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {U}.
{1}: Return Oboro to its owner's
hand.
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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Ruin Crab</div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div>Ruin Crab</div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ruin Crab</div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ruin Crab</div><div>Creature -- Crab</div><div>Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shelldock Isle</div><div>Land</div><div>Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>This land enters tapped.<br/>{T}: Add {U}.<br/>{U}, {T}: You may play the exiled card without paying its mana cost if a library has twenty or fewer cards in it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Shelldock Isle</div> <div>Land</div> <div>Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)<br/>This land enters tapped.<br/>{T}: Add {U}.<br/>{U}, {T}: You may play the exiled card without paying its mana cost if a library has twenty or fewer cards in it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      | <div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                      |
| <div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                      | <div>Snow-Covered Swamp</div> <div>Basic Snow Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Surgical Extraction</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Surgical Extraction</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tasha's Hideous Laughter1UU</div><div>Sorcery</div><div>Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tasha's Hideous Laughter1UU</div><div>Sorcery</div><div>Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tasha's Hideous Laughter1UU</div><div>Sorcery</div><div>Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div>Tasha's Hideous Laughter1UU</div><div>Sorcery</div><div>Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div>Visions of BeyondU</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Visions of BeyondU</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |

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| <div><div>Visions of Beyond</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Visions of Beyond</div><div>Instant</div><div>Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>([T]): Add [U] or [B].)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>Watery Grave</div><div>Land -- Island Swamp</div><div>([T]): Add [U] or [B].)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>Echoing Truth</div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Echoing Truth</div><div>Instant</div><div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Engineered Explosives</div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) [2], Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Engineered Explosives</div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) [2], Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Extirpate</div><div>B</div></div><div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Extirpate</div><div>B</div></div><div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for all cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ghost Quarter</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ghost Quarter</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lurrus of the Dream-Den</div><div>1W/BW/B</div></div><div><div>Legendary Creature -- Cat Nightmare</div><div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Lifelink<br/>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div><div>[sideboard]</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Profane Memento</div><div>1</div></div><div><div>Artifact</div><div>Whenever a creature card is put into an opponent's graveyard from anywhere, you gain 1 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                            | <div><div><div>Profane Memento</div><div>1</div></div><div><div>Artifact</div><div>Whenever a creature card is put into an opponent's graveyard from anywhere, you gain 1 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                        | <div><div><div>Profane Memento</div><div>1</div></div><div><div>Artifact</div><div>Whenever a creature card is put into an opponent's graveyard from anywhere, you gain 1 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                        |

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| <div> <div>Soul-Guide Lantern</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> </div> | <div> <div>Soul-Guide Lantern</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> </div> | <div> <div>Soul-Guide Lantern</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> </div> |  |
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