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| <div> <b>Ancestral Recall</b> <span>U</span> </div> <div> Instant </div> <div> Target player draws three cards. </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                               | <div> <b>Atraxa, Grand Unifier</b> <span>3GWUB</span> </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> Flying, vigilance, deathtouch, lifelink<br/> When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Atraxa, Grand Unifier</b> <span>3GWUB</span> </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> Flying, vigilance, deathtouch, lifelink<br/> When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Black Lotus</b> <span>0</span> </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Add three mana of any one color. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                         |
| <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> {T}: Add {G}.<br/> Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Brainstorm</b> <span>U</span> </div> <div> Instant </div> <div> Draw three cards, then put two cards from your hand on top of your library in any order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                | <div> <b>Dack Fayden</b> <span>1UR</span> </div> <div> Legendary Planeswalker -- Dack </div> <div> [+1]: Target player draws two cards, then discards two cards.<br/> [-2]: Gain control of target artifact.<br/> [-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents." </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                    | <div> <b>Dig Through Time</b> <span>6UU</span> </div> <div> Instant </div> <div> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Look at the top seven 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

## Land

{T}: Add one mana of any color.  
Whenever you tap this land for mana,  
target opponent creates a 1/1  
colorless Spirit creature token.

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## Land

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## Land

[T]: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.

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## Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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## Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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## Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

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## Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

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| <div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>        | <div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                   | <div><div>Gaea's Blessing</div><div><div>1</div><div>G</div></div></div> <div><div>Sorcery</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gitaxian Probe</div><div><div>UP</div></div></div> <div><div>Sorcery</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Hedge Maze</div></div> <div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                | <div><div>Mental Misstep</div><div><div>UP</div></div></div> <div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>        |

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| <div><div>Minsc &amp; Boo, Timeless Heroes 2RG</div><div>Legendary Planeswalker -- Minsc</div><div>When Minsc &amp; Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.<br/>[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.<br/>[-2]: Sacrifice a creature. When you do, Minsc &amp; Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.<br/>Minsc &amp; Boo, Timeless Heroes can be your commander.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |
| <div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Narset, Parter of Veils</b> ①①①①<br><b>Legendary Planeswalker -- Narset</b><br><p>Each opponent can't draw more than one card each turn.<br/> [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                     | <b>Oath of Druids</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                | <b>Oath of Druids</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                | <b>Oath of Druids</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Oath of Druids</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Oko, Thief of Crowns</b> ①⑥①①<br><b>Legendary Planeswalker -- Oko</b><br><p>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/> [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.<br/> [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Oko, Thief of Crowns</b> ①⑥①①<br><b>Legendary Planeswalker -- Oko</b><br><p>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/> [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.<br/> [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Scalding Tarn</b><br><b>Land</b><br><p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                            |

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| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Stock Up</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stock Up</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Strip Mine</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Time Walk</div><div>Sorcery</div><div>Take an extra turn after this one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 |

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| <div><div><div>Treasure Cruise</div><div>7U</div></div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Draw three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Tropical Island</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Tropical Island</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Urza's Saga</div></div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Vexing Bauble</div><div>1</div></div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Volcanic Island</div></div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Volcanic Island</div></div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wasteland</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                           |

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| <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              | <div>Wrenn and Six <div>R</div><div>G</div></div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand.<br/>[-1]: Wrenn and Six deals 1 damage to any target.<br/>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Wrenn and Six <div>R</div><div>G</div></div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand.<br/>[-1]: Wrenn and Six deals 1 damage to any target.<br/>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Ancient Grudge <div>1</div><div>R</div></div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Ancient Grudge <div>1</div><div>R</div></div> <div>Instant</div> <div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Brotherhood's End <div>1</div><div>R</div><div>R</div></div> <div>Sorcery</div> <div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                          | <div>Mindbreak Trap <div>2</div><div>U</div><div>U</div></div> <div>Instant -- Trap</div> <div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                      |

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| <div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Null Rod</div><div><div>2</div></div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Null Rod</div><div><div>2</div></div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div>Null Rod</div><div><div>2</div></div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                |
| <div><div><div>Pithing Needle</div><div><div>1</div></div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Pithing Needle</div><div><div>1</div></div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</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>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>Wasteland</div> <div></div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Destroy target nonbasic land.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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