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| <div><div><div>Boon of the Wish-Giver (4)(U)(U)</div><div>Sorcery</div><div>Draw four cards.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Boon of the Wish-Giver (4)(U)(U)</div><div>Sorcery</div><div>Draw four cards.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Drannith Healer (1)(W)</div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you<br/>gain 1 life.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div>                                    | <div><div><div>Drannith Healer (1)(W)</div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you<br/>gain 1 life.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div>                                    |
| <div><div><div>Drannith Healer (1)(W)</div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you<br/>gain 1 life.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div> | <div><div><div>Drannith Healer (1)(W)</div><div>Creature -- Human Cleric</div><div>Whenever you cycle another card, you<br/>gain 1 life.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div> | <div><div><div>Drannith Stinger (1)(R)</div><div>Creature -- Human Wizard</div><div>Whenever you cycle another card,<br/>this creature deals 1 damage to each<br/>opponent.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div> | <div><div><div>Drannith Stinger (1)(R)</div><div>Creature -- Human Wizard</div><div>Whenever you cycle another card,<br/>this creature deals 1 damage to each<br/>opponent.<br/>Cycling {1} ({1}, Discard this card:<br/>Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div> |

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| <div><div><div>Drannith Stinger</div><div><div>1</div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div>Whenever you cycle another card, this creature deals 1 damage to each opponent.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Drannith Stinger</div><div><div>1</div><div>R</div></div></div><div><div>Creature -- Human Wizard</div><div>Whenever you cycle another card, this creature deals 1 damage to each opponent.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Flourishing Fox</div><div><div>W</div></div></div><div><div>Creature -- Fox</div><div>Whenever you cycle another card, put a +1/+1 counter on this creature.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                    | <div><div><div>Flourishing Fox</div><div><div>W</div></div></div><div><div>Creature -- Fox</div><div>Whenever you cycle another card, put a +1/+1 counter on this creature.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                    |
| <div><div><div>Flourishing Fox</div><div><div>W</div></div></div><div><div>Creature -- Fox</div><div>Whenever you cycle another card, put a +1/+1 counter on this creature.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                | <div><div><div>Flourishing Fox</div><div><div>W</div></div></div><div><div>Creature -- Fox</div><div>Whenever you cycle another card, put a +1/+1 counter on this creature.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                | <div><div><div>Footfall Crater</div><div><div>R</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land has "{T}: Target creature gains trample and haste until end of turn."<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Footfall Crater</div><div><div>R</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant land<br/>Enchanted land has "{T}: Target creature gains trample and haste until end of turn."<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Footfall Crater</div><div><div>R</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Enchanted land has "{T}: Target creature gains trample and haste until end of turn."<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Footfall Crater</div><div><div>R</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Enchanted land has "{T}: Target creature gains trample and haste until end of turn."<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Frostveil Ambush</div><div><div>3UU</div></div></div> <div>Instant</div> <div>Tap up to two target creatures.<br/>Those creatures don't untap during their controller's next untap step.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div><div>Frostveil Ambush</div><div><div>3UU</div></div></div> <div>Instant</div> <div>Tap up to two target creatures.<br/>Those creatures don't untap during their controller's next untap step.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            |
| <div><div>Frostveil Ambush</div><div><div>3UU</div></div></div> <div>Instant</div> <div>Tap up to two target creatures.<br/>Those creatures don't untap during their controller's next untap step.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Frostveil Ambush</div><div><div>3UU</div></div></div> <div>Instant</div> <div>Tap up to two target creatures.<br/>Those creatures don't untap during their controller's next untap step.<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Go for Blood</div><div><div>1R</div></div></div> <div>Sorcery</div> <div>Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Go for Blood</div><div><div>1R</div></div></div> <div>Sorcery</div> <div>Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)<br/>Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Go for Blood</div><div>①①R</div></div> <div>Sorcery</div> <div>Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Go for Blood</div><div>①①R</div></div> <div>Sorcery</div> <div>Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Memory Leak</div><div>②②B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Memory Leak</div><div>②②B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Memory Leak</div><div>②②B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div><div>Memory Leak</div><div>②②B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       |

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| <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |
| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<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> |

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| <div><div>Startling Development (1)(U)</div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Startling Development (1)(U)</div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Startling Development (1)(U)</div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Startling Development (1)(U)</div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div>Valiant Rescuer (1)(W)</div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valiant Rescuer (1)(W)</div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valiant Rescuer (1)(W)</div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valiant Rescuer (1)(W)</div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Zenith Flare</div><div><div>2</div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Zenith Flare</div><div><div>2</div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Zenith Flare</div><div><div>2</div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Zenith Flare</div><div><div>2</div><div>R</div><div>W</div></div></div> <div><div>Instant</div><div>Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    |
| <div><div>Blazing Volley</div><div><div>R</div></div></div> <div><div>Sorcery</div><div>Blazing Volley deals 1 damage to each creature your opponents control.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div>Blazing Volley</div><div><div>R</div></div></div> <div><div>Sorcery</div><div>Blazing Volley deals 1 damage to each creature your opponents control.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div>Devout Decree</div><div><div>1</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Devout Decree</div><div><div>1</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Fight as One</b> <span>(W)</span><br>Instant<br>Choose one or both --<br>* Target Human creature you control gets +1/+1 and gains indestructible until end of turn.<br>* Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fight as One</b> <span>(W)</span><br>Instant<br>Choose one or both --<br>* Target Human creature you control gets +1/+1 and gains indestructible until end of turn.<br>* Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fry</b> <span>(1)(R)</span><br>Instant<br>This spell can't be countered.<br>Fry deals 5 damage to target creature or planeswalker that's white or blue.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                          | <b>Fry</b> <span>(1)(R)</span><br>Instant<br>This spell can't be countered.<br>Fry deals 5 damage to target creature or planeswalker that's white or blue.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                    |
| <b>Fry</b> <span>(1)(R)</span><br>Instant<br>This spell can't be countered.<br>Fry deals 5 damage to target creature or planeswalker that's white or blue.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Light of Hope</b> <span>(W)</span><br>Instant<br>Choose one --<br>* You gain 4 life.<br>* Destroy target enchantment.<br>* Put a +1/+1 counter on target creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    | <b>Lurrus of the Dream-Den</b> <span>(1)(W/B)(W/B)</span><br>Legendary Creature -- Cat Nightmare<br>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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Scorching Dragonfire</b> <span>(1)(R)</span><br>Instant<br>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div> Scorching Dragonfire 1R </div> <div> Instant </div> <div> Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. </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> When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. </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> When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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