

## Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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## Consult the Star Charts ①④

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)  
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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## Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)

Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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**Day's Undoing** (2)(U)

## Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

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**Day's Undoing** (2)(U)

## Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

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Day's Undoing (2U)

Sorcery

Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

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| <div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<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>Flooded Strand</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Flooded Strand</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Flooded Strand</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          |
| <div><div>Flooded Strand</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Galvanic Discharge</div> <div>Instant</div> <div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Geier Reach Sanitarium</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: Each player draws a card, then discards a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>(T): Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                       | <div>Island</div> <div>Basic Land -- Island</div> <div>(T): Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    |
| <div>Island</div> <div>Basic Land -- Island</div> <div>(T): Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Isochron Scepter</div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand.<br/>{2}, {T}: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kaheera, the Orphanguard</div> <div>Legendary Creature -- Cat Beast</div> <div>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Vigilance<br/>Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>(T): Add {W} 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Monumental Henge</div> <div>Land</div> <div><p>This land enters tapped unless you control a Plains.</p><p>{T}: Add {W}.</p><p>{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p><p>(Artifacts, legends, and Sagas are historic.)</p></div> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Mystic Gate</div> <div>Land</div> <div><p>{T}: Add {C}.</p><p>{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.</p></div> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div><p>Each opponent can't draw more than one card each turn.</p><p>[-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> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div><p>Each opponent can't draw more than one card each turn.</p><p>[-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> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div><p>Each opponent can't draw more than one card each turn.</p><p>[-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> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div><p>Each opponent can't draw more than one card each turn.</p><p>[-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> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Orim's Chant W</div> <div>Instant</div> <div><p>Kicker {W} (You may pay an additional {W} as you cast this spell.)</p><p>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</p></div> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div>Orim's Chant W</div> <div>Instant</div> <div><p>Kicker {W} (You may pay an additional {W} as you cast this spell.)</p><p>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</p></div> <div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |

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| <div><div><div>Orim's Chant</div><div>W</div></div><div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Orim's Chant</div><div>W</div></div><div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Otawara, Soaring City</div></div><div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.<br/>This ability costs {1} less to activate for each legendary creature you control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                               |
| <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                      | <div><div><div>Prismatic Ending</div><div>XW</div></div><div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div><div>Sacred Foundry</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             | <div><div><div>Scalding Tarn</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <p><b>Scalding Tarn</b></p> <p>Land</p> <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>                                                                                                                                      | <p><b>Silence</b> (W)</p> <p>Instant</p> <p>Your opponents can't cast spells this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                  | <p><b>Silence</b> (W)</p> <p>Instant</p> <p>Your opponents can't cast spells this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                  | <p><b>Sink into Stupor</b> (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p><b>Soporific Springs</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Sink into Stupor</b> (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p><b>Soporific Springs</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                             |

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| <b>Solitude</b> ③①①①<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                  | <b>Spell Snare</b> ①①①①<br>Instant<br>Counter target spell with mana value 2.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                              | <b>Steam Vents</b><br>Land -- Island Mountain<br>({T}: Add {U} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                        | <b>Supreme Verdict</b> ①①①①①①<br>Sorcery<br>This spell can't be countered.<br>Destroy all creatures.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                       |
| <b>Teferi, Time Raveler</b> ①①①①①①<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Teferi, Time Raveler</b> ①①①①①①<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Teferi, Time Raveler</b> ①①①①①①<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Teferi, Time Raveler</b> ①①①①①①<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> The Theorist, Jace Beleren 2UU </div> <div> Legendary Planeswalker -- Jace </div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</p> </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Thundering Falls </div> <div> Land -- Island Mountain </div> <div> <p>([T]: Add [U] or [R].)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                 | <div> Wrath of the Skies XWW </div> <div> Sorcery </div> <div> <p>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                 | <div> Wrath of the Skies XWW </div> <div> Sorcery </div> <div> <p>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                 |
| <div> Wrath of the Skies XWW </div> <div> Sorcery </div> <div> <p>You get X [E] (energy counters), then you may pay any amount of [E]. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of [E] paid this way.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                     | <div> Ashiok, Dream Render 1U/BU/B </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Consign to Memory U </div> <div> Instant </div> <div> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Consign to Memory U </div> <div> Instant </div> <div> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div><div>Consign to Memory</div><div>U</div></div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>U</div></div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>High Noon</div><div>1W</div></div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>High Noon</div><div>1W</div></div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Mystical Dispute

2 U

Instant

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

[sideboard]

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## Surgical Extraction

BP

Instant

({B/P} can be paid with either {B} or 2 life.)  
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.

[sideboard]

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## The Wandering Emperor

2 W W

Legendary Planeswalker

Flash

As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.

[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.

[-1]: Create a 2/2 white Samurai creature token with vigilance.

[-2]: Exile target tapped creature. You gain 2 life.

[sideboard]

L 3

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