

<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Counterspell</div><div>UU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Expressive Iteration</div><div>UR</div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Expressive Iteration</div><div>UR</div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flame of Anor</div><div>1UR</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Flame of Anor</div><div>1UR</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flame of Anor</div><div>1UR</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flame of Anor</div><div>1UR</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</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><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Force of Negation1UU</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Galvanic DischargeR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic DischargeR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic DischargeR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic DischargeR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>([T]): Add [W] or [U].) 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>Invert Polarity<div>UUU</div></div><div>Instant</div><div>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Invert Polarity<div>UUU</div></div><div>Instant</div><div>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>([T]): Add [U].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Island</div><div>Basic Land -- Island</div><div>([T]): Add [U].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt<div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>([T]): Add [W] or [U].) This land enters tapped. 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></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>([T]): Add [R].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Mystic Gate</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Phlage, Titan of Fire's Fury</div><div>1RW</div><div>Legendary Creature -- Elder Giant</div></div><div><div>When Phlage enters, sacrifice it unless it escaped.</div><div>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</div><div>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Phlage, Titan of Fire's Fury</div><div>1RW</div><div>Legendary Creature -- Elder Giant</div></div><div><div>When Phlage enters, sacrifice it unless it escaped.</div><div>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</div><div>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Phlage, Titan of Fire's Fury</div><div>1RW</div><div>Legendary Creature -- Elder Giant</div></div><div><div>When Phlage enters, sacrifice it unless it escaped.</div><div>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</div><div>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Plains</div><div>Basic Land -- Plains</div></div><div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Prismatic Ending</div><div>XW</div><div>Sorcery</div></div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Prismatic Ending</div><div>XW</div><div>Sorcery</div></div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div></div><div><div>{T}: Add {U}, {R}, or {W}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div>
<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>OTHER FACE</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>OTHER FACE</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>OTHER FACE</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>OTHER FACE</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) This land enters tapped. 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><div><div>Tune the Narrative</div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tune the Narrative</div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tune the Narrative</div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrath of the Skies</div><div>Sorcery</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Celestial Purge</div><div>Instant</div><div>Exile target black or red permanent. [sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consign to Memory</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. [sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consign to Memory</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. [sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consign to Memory</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. [sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Murktide Regent (5)(U)(U)</p> <p>Creature -- Dragon</p> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Flying</p> <p>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</p> <p>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Murktide Regent (5)(U)(U)</p> <p>Creature -- Dragon</p> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Flying</p> <p>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</p> <p>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mystical Dispute (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Obsidian Charmaw (3)(R)(R)</p> <p>Creature -- Dragon</p> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Obsidian Charmaw (3)(R)(R)</p> <p>Creature -- Dragon</p> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stern Scolding (U)</p> <p>Instant</p> <p>Counter target creature spell with power or toughness 2 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stern Scolding (U)</p> <p>Instant</p> <p>Counter target creature spell with power or toughness 2 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash</p> <p>Flying</p> <p>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</p> <p>Evoke--Exile a blue card from your hand.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Teferi, Time Raveler (1)(W)(U)

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery.

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

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Wrath of the Skies (X)(W)(W)

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Wrath of the Skies (X)(W)(W)

Sorcery

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.

[sideboard]

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