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| <div><div>Cling to Dust</div><div>B</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Cling to Dust</div><div>B</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Consult the Star Charts</div><div>1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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.</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>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>Counterspell</div><div>UU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                      |

## Land

This land enters tapped unless you control an Island or a Swamp.  
{T}: Add {U} or {B}.

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U B

Instant

Choose one --

- \* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
- \* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

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UB

Instant

Choose one --

- \* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
- \* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

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(B)

Instant

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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**B**

Instant

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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## Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. Each player  
searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

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## Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. Each player  
searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

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① ② ③

Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

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|                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                         |
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| <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature 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><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature 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><div><div>Flooded Strand</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flooded Strand</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Flooded Strand</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               | <div><div><div>Flooded Strand</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               | <div><div><div>Godless Shrine</div></div><div><div>Land -- Plains Swamp</div><div>( {T}: Add {W} or {B}.)<br/>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>Hallowed Fountain</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          |

## Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- God

Menace, lifelink, indestructible  
Ketravose can't attack or block  
unless there are seven or more cards  
in exile.  
Whenever one or more cards are put  
into exile from graveyards and/or  
the battlefield during your turn,  
you draw a card and lose 1 life.

4/4

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## Land -- Plains Island

([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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      hotbox.dev

## Land -- Plains Island

({{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.)

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5 U U

Creature -- Dragon

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Flying  
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

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5 U U

Creature -- Dragon

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Flying  
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.  
Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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| <div><div><div>Mystic Gate</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                   | <div><div><div>Otawara, Soaring City</div><div>Legendary Land</div><div><div><div><div>{T}: Add {U}.</div><div>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div></div></div></div><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><div>{T}: Add {W}.</div></div></div></div></div><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><div>{T}: Add {W}.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             |
| <div><div><div>Polluted Delta</div><div>Land</div><div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div><div>Land</div><div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                   | <div><div><div>Polluted Delta</div><div>Land</div><div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Prismatic Ending</div><div>Sorcery</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Prismatic Ending</div><div><div>X</div><div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                             | <div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Solitude</div><div><div>3</div><div>W</div><div>W</div></div></div> <div>Creature -- Elemental Incarnation</div> <div>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.</div> <div><div>3/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Solitude</div><div><div>3</div><div>W</div><div>W</div></div></div> <div>Creature -- Elemental Incarnation</div> <div>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.</div> <div><div>3/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div>Tamiyo, Inquisitive Student</div></div> <div>Card</div> <div><div>OTHER FACE</div></div> <div><div>Tamiyo, Inquisitive Student</div></div> <div>Card</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                       | <div><div>Tamiyo, Inquisitive Student</div></div> <div>Card</div> <div><div>OTHER FACE</div></div> <div><div>Tamiyo, Inquisitive Student</div></div> <div>Card</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                             |

### Tamiyo, Inquisitive Student

Card

### Tamiyo, Inquisitive Student

Card

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## Teferi, Time Raveler ①①①

## 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.

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**Thundertrap Trainer** ①U

Creature -- Otter Wizard

Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

When this creature enters, 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.

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**Thundertrap Trainer** 1 U

Creature -- Otter Wizard

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# Thundertrap Trainer <sup>①</sup><sub>U</sub>

Creature -- Otter Wizard

Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) When this creature enters, 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.

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## Tune the Narrative (U)

Instant

Draw a card. You get {E}{E} (two energy counters).

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## Tune the Narrative (U)

Instant

Draw a card. You get {E}{E} (two energy counters).

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undercity Sewers

Land -- Island Swamp

(**{T}**: Add **{U}** or **{B}**.)  
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.)

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| <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>([T]): Add [U] or [B].)<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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |
| <div>Celestial Purge</div> <div>Instant</div> <div>Exile target black or red permanent.<br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Celestial Purge</div> <div>Instant</div> <div>Exile target black or red permanent.<br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Kaya's Guile</div><div>1WB</div></div><div>Instant</div><div>Choose two --<br/>* Each opponent sacrifices a creature of their choice.<br/>* Exile all opponents' graveyards.<br/>* Create a 1/1 white and black Spirit creature token with flying.<br/>* You gain 4 life.<br/>Entwine {3} (Choose all if you pay the entwine cost.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Vindicate</div><div>1WB</div></div><div>Sorcery</div><div>Destroy target permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |

White Orchid Phantom 

Creature -- Spirit Knight

Flying, first strike  
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

**2/2**

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White Orchid Phantom 

Creature -- Spirit Knight

Flying, first strike  
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sidebar]

2/2

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## White Orchid Phantom (W)(W)

Creature -- Spirit Knight

Flying, first strike  
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sidebar]

2/2

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