Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Draconic Lore (5)(U)

Instant

This spell costs {2} less to cast if you control a Dragon.
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Draconic Lore (5)(U)

Instant

This spell costs {2} less to cast if you control a Dragon.
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Draconic Lore (5)(U)

Instant

This spell costs {2} less to cast if you control a Dragon.
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Draconic Lore (5)(U)

Instant

This spell costs {2} less to cast if you control a Dragon.
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Dragon's Fire {1}{R}

Instant

As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.
Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Fire {1}{R}

Instant

As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.
Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Fire {1}{R}

Instant

As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.
Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Fire {1}{R}

Instant

As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.
Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Seatower

Land -- Island Gate

({T}: Add {U}.)
Gate to Seatower enters the battlefield tapped.
{3}{U}, {T}: Seek a nonland card.
Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Tumbledown

Land -- Mountain Gate

({T}: Add {R}.)
Gate to Tumbledown enters the battlefield tapped.
{3}{R}, {T}: Seek a nonland card.
Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Roil {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Roil {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Jwari Disruption (1)(U)

Instant

Counter target spell unless its controller pays {1}.

- - - BACK FACE - - -

Jwari Ruins

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jwari Disruption (1)(U)

Instant

Counter target spell unless its controller pays {1}.

- - - BACK FACE - - -

Jwari Ruins

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lozhan, Dragons' Legacy (3)(U)(R)

Legendary Creature -- Dragon Shaman

Flying
Whenever you cast an Adventure or Dragon spell, Lozhan deals damage equal to that spell's mana value to any target that isn't a commander.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lozhan, Dragons' Legacy (3)(U)(R)

Legendary Creature -- Dragon Shaman

Flying
Whenever you cast an Adventure or Dragon spell, Lozhan deals damage equal to that spell's mana value to any target that isn't a commander.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lozhan, Dragons' Legacy (3)(U)(R)

Legendary Creature -- Dragon Shaman

Flying
Whenever you cast an Adventure or Dragon spell, Lozhan deals damage equal to that spell's mana value to any target that isn't a commander.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lozhan, Dragons' Legacy (3)(U)(R)

Legendary Creature -- Dragon Shaman

Flying
Whenever you cast an Adventure or Dragon spell, Lozhan deals damage equal to that spell's mana value to any target that isn't a commander.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Barbarian (1)(R)

Creature -- Dragon Barbarian

Sacrifice this creature: Add {R}{R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Barbarian (1)(R)

Creature -- Dragon Barbarian

Sacrifice this creature: Add {R}{R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Reckless Barbarian {1}{R}

Creature -- Dragon Barbarian

Sacrifice this creature: Add {R}{R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Barbarian {1}{R}

Creature -- Dragon Barbarian

Sacrifice this creature: Add {R}{R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silundi Vision {2}{U}

Instant

Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

- - - BACK FACE - - -

Silundi Isle

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silundi Vision {2}{U}

Instant

Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

- - - BACK FACE - - -

Silundi Isle

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword Coast Serpent {5}{U}{U}

Creature -- Serpent Dragon

This creature can't be blocked as long as you've cast a noncreature spell this turn.

6/6

- - - ADVENTURE - - -

Capsizing Wave {1}{U}

Instant -- Adventure

Return target creature to its owner's hand. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword Coast Serpent {5}{U}{U}

Creature -- Serpent Dragon

This creature can't be blocked as long as you've cast a noncreature spell this turn.

6/6

- - - ADVENTURE - - -

Capsizing Wave {1}{U}

Instant -- Adventure

Return target creature to its owner's hand. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword Coast Serpent {5}{U}{U}

Creature -- Serpent Dragon

This creature can't be blocked as long as you've cast a noncreature spell this turn.

6/6

- - - ADVENTURE - - -

Capsizing Wave {1}{U}

Instant -- Adventure

Return target creature to its owner's hand. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword Coast Serpent {5}{U}{U}

Creature -- Serpent Dragon

This creature can't be blocked as long as you've cast a noncreature spell this turn.

6/6

- - - ADVENTURE - - -

Capsizing Wave {1}{U}

Instant -- Adventure

Return target creature to its owner's hand. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Blue Dragon 4U

Creature -- Dragon

Flying

3/3

- - - ADVENTURE - - -

Sand Augury 1U

Sorcery -- Adventure

Scry 1, then draw a card. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Blue Dragon 4U

Creature -- Dragon

Flying

3/3

- - - ADVENTURE - - -

Sand Augury 1U

Sorcery -- Adventure

Scry 1, then draw a card. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Blue Dragon 4U

Creature -- Dragon

Flying

3/3

- - - ADVENTURE - - -

Sand Augury 1U

Sorcery -- Adventure

Scry 1, then draw a card. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Blue Dragon 4U

Creature -- Dragon

Flying

3/3

- - - ADVENTURE - - -

Sand Augury 1U

Sorcery -- Adventure

Scry 1, then draw a card. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Young Red Dragon 3R

Creature -- Dragon

Flying
This creature can't block.

3/2

- - - ADVENTURE - - -

Bathe in Gold 1R

Instant -- Adventure

Create a Treasure token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Red Dragon 3R

Creature -- Dragon

Flying
This creature can't block.

3/2

- - - ADVENTURE - - -

Bathe in Gold 1R

Instant -- Adventure

Create a Treasure token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Red Dragon 3R

Creature -- Dragon

Flying
This creature can't block.

3/2

- - - ADVENTURE - - -

Bathe in Gold 1R

Instant -- Adventure

Create a Treasure token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Red Dragon 3R

Creature -- Dragon

Flying
This creature can't block.

3/2

- - - ADVENTURE - - -

Bathe in Gold 1R

Instant -- Adventure

Create a Treasure token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Dragon 5UU

Creature -- Dragon

Flying
Lightning Breath -- When this creature enters, until your next turn, target creature an opponent controls gets -3/-0, up to one other target creature gets -2/-0, and up to one other target creature gets -1/-0.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Dragon 5UU

Creature -- Dragon

Flying
Lightning Breath -- When this creature enters, until your next turn, target creature an opponent controls gets -3/-0, up to one other target creature gets -2/-0, and up to one other target creature gets -1/-0.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonborn Immolator 3R

Creature -- Dragon Shaman

{2}{R}: This creature gets +1/+0 until end of turn.
Gift of Tiamat -- When this creature dies, if its power is greater than 0, note its power. You get a one-time boon with "When you cast a creature spell, it perpetually gets +X/+0, where X is the noted number."

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Freitas, Maik - FreeForm (Artisan Realms: Party) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undersimplify {1}{U}

Instant

Choose target spell. If it's a creature spell, it perpetually gets -2/-0. Counter that spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undersimplify {1}{U}

Instant

Choose target spell. If it's a creature spell, it perpetually gets -2/-0. Counter that spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undersimplify {1}{U}

Instant

Choose target spell. If it's a creature spell, it perpetually gets -2/-0. Counter that spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undersimplify {1}{U}

Instant

Choose target spell. If it's a creature spell, it perpetually gets -2/-0. Counter that spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Find Some Prisoners {1}{R}

Instant

Choose one --
* Break Their Chains -- Destroy target artifact.
* Interrogate Them -- Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

You Find Some Prisoners 1R

Instant

Choose one --
* Break Their Chains -- Destroy target artifact.
* Interrogate Them -- Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Find Some Prisoners 1R

Instant

Choose one --
* Break Their Chains -- Destroy target artifact.
* Interrogate Them -- Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Find Some Prisoners 1R

Instant

Choose one --
* Break Their Chains -- Destroy target artifact.
* Interrogate Them -- Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.