

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types.

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<p>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lightning Bolt (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lightning Bolt (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lightning Bolt (R)</p> <p>Instant</p> <p>Lightning Bolt deals 3 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<p>Phlage, Titan of Fire's Fury (1)(R)(W)</p> <p>Legendary Creature -- Elder Giant</p> <p>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Plains</p> <p>Basic Land -- Plains</p> <p>({T}: Add {W}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ragavan, Nimble Pilferer (R)</p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ragavan, Nimble Pilferer (R)</p> <p>Legendary Creature -- Monkey Pirate</p> <p>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div>Stubborn Denial<div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Stubborn Denial<div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Stubborn Denial<div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) 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> Territorial Kavu <div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Kavu</div> <div> Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one -- * Discard a card. If you do, draw a card. * Exile up to one target card from a graveyard. </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Territorial Kavu <div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Kavu</div> <div> Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one -- * Discard a card. If you do, draw a card. * Exile up to one target card from a graveyard. </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Territorial Kavu <div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Kavu</div> <div> Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one -- * Discard a card. If you do, draw a card. * Exile up to one target card from a graveyard. </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Territorial Kavu <div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Kavu</div> <div> Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one -- * Discard a card. If you do, draw a card. * Exile up to one target card from a graveyard. </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>
<div> <div> Tribal Flames <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Tribal Flames <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Tribal Flames <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div> Tribal Flames <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>

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Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Consign to Memory (U)

U

Instant

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.

[sidebar]

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Consign to Memory (U)

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Instant

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere (2)

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

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Damping Sphere (2)

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Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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Choose one --
* Each opponent sacrifices an
artifact of their choice.
* Each opponent sacrifices an
enchantment of their choice.
* Each opponent sacrifices a
creature with flying of their
choice.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <hr/> <div> <div>Enchantment</div> </div> <hr/> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <hr/> <div> <div>Artifact -- Vehicle</div> </div> <hr/> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wear</div> <div> <div>1</div> <div>R</div> </div> </div> <hr/> <div> <div>Instant</div> </div> <hr/> <div> <p>Destroy target artifact.</p> <p>Fuse (You may cast one or both halves of this card from your hand.)</p> <p>[sideboard]</p> </div> <div> <div>----- RIGHT HALF -----</div> </div> <div> <div>Tear</div> <div> <div>W</div> </div> </div> <hr/> <div> <div>Instant</div> </div> <hr/> <div> <p>Destroy target enchantment.</p> <p>Fuse (You may cast one or both halves of this card from your hand.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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