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This land enters tapped unless you control a Mountain.

{T}: Add {R}.

{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

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{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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<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fire</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div></div><div><div>Ice</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Tap target permanent. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fire</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div></div><div><div>Ice</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Tap target permanent. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.</div><div>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.</div><div>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.</div><div>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw three cards.</div><div>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)
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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Land

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

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②③

Instant

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

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Phlage, Titan of Fire's Fury (1)(R)(W)

Legendary Creature -- Elder Giant

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.)

6/6

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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shardless Agent 1G U</div> <div>Artifact Creature -- Human Rogue</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shardless Agent 1G U</div> <div>Artifact Creature -- Human Rogue</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shardless Agent 1G U</div> <div>Artifact Creature -- Human Rogue</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<p>Subtlety (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying 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. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Temple Garden</p> <p>Land -- Forest Plains</p> <p>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thundering Falls</p> <p>Land -- Island Mountain</p> <p>{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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Xander's Lounge</p> <p>Land -- Island Swamp Mountain</p> <p>{T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Endurance (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Endurance (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Endurance (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Endurance (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div>Inevitable Betrayal</div> <div>Sorcery</div> <div> <p>Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Inevitable Betrayal</div> <div>Sorcery</div> <div> <p>Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Obsidian Charmaw</div> <div>Creature -- Dragon</div> <div> <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> </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Obsidian Charmaw</div> <div>Creature -- Dragon</div> <div> <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> </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Teferi, Time Raveler</div><div>1WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>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.</div><div>[sideboard]</div><div><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Teferi, Time Raveler</div><div>1WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>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.</div><div>[sideboard]</div><div><div>L4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wear</div><div>1R</div></div><div>Instant</div><div>Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div><div>RIGHT HALF</div></div><div><div><div>Tear</div><div>W</div></div><div>Instant</div><div>Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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