

<div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Indatha Triome</div> <div>Land -- Plains Swamp Forest</div> <div> ({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline Binding5W</div> <div>Enchantment</div> <div> 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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline Binding5W</div> <div>Enchantment</div> <div> 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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline Binding5W</div> <div>Enchantment</div> <div> 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. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G) <hr/> Enchantment <hr/> <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>	Lightning Bolt (R) <hr/> Instant <hr/> <p>Lightning Bolt deals 3 damage to any target.</p>	Lightning Bolt (R) <hr/> Instant <hr/> <p>Lightning Bolt deals 3 damage to any target.</p>	Lightning Bolt (R) <hr/> Instant <hr/> <p>Lightning Bolt deals 3 damage to any target.</p>
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Lightning Bolt (R) <hr/> Instant <hr/> <p>Lightning Bolt deals 3 damage to any target.</p>	Mountain <hr/> Basic Land -- Mountain <hr/> <p>{T}: Add {R}.)</p>	Nishoba Brawler (1)(G) <hr/> Creature -- Cat Warrior <hr/> <p>Trample Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.</p>	Nishoba Brawler (1)(G) <hr/> Creature -- Cat Warrior <hr/> <p>Trample Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.</p>
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Playtest cards - Maxmallow - Modern (Modern League)

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.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant <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> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Phlage, Titan of Fire's Fury 1RW Legendary Creature -- Elder Giant <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> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Plains Basic Land -- Plains <p>{T}: Add {W}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate <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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Scion of Draco <div>12</div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Scion of Draco <div>12</div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Scion of Draco <div>12</div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Scion of Draco <div>12</div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>
<div> <div> Steam Vents </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Stubborn Denial <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Stubborn Denial <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div> Stubborn Denial <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>

Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	Territorial Kavu <div> R G </div> Creature -- Kavu 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 PLAY botbox.dev </div>	Territorial Kavu <div> R G </div> Creature -- Kavu 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 PLAY botbox.dev </div>	Territorial Kavu <div> R G </div> Creature -- Kavu 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 PLAY botbox.dev </div>
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① R

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

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G

This creature gets +1/+1 as long as you control a Mountain.
This creature gets +1/+1 as long as you control a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

Ⓒ

This creature gets +1/+1 as long as you control a Mountain.
This creature gets +1/+1 as long as you control a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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This creature gets +1/+1 as long as you control a Mountain.
This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Celestial Purge<div>1W</div></div> <div>Instant</div> <div>Exile target black or red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Celestial Purge<div>1W</div></div> <div>Instant</div> <div>Exile target black or red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Celestial Purge<div>1W</div></div> <div>Instant</div> <div>Exile target black or red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Consign to Memory<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>

U

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.

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②

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.

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① R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

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<div> Jegantha, the Wellspring <div> <div>4</div> <div>R/G</div> </div> </div> <div> Legendary Creature -- Elemental Elk </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Wear <div> <div>1</div> <div>R</div> </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> Tear <div> <div>W</div> </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> [sideboard] </div> <div> <div>RIGHT HALF</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Wear <div> <div>1</div> <div>R</div> </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> Tear <div> <div>W</div> </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> [sideboard] </div> <div> <div>RIGHT HALF</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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