

**G**

As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.

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3 G W U B

Flying, vigilance, deathtouch, lifelink

When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

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② W W

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

4/5

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4/5

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## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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W

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

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| <div><div><div>Elspeth's Smite</div><div>Ⓜ</div></div><div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                     | <div><div><div>Floodfarm Verge</div></div><div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Floodfarm Verge</div></div><div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              |
| <div><div><div>Get Lost</div><div>①Ⓜ</div></div><div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hedge Maze</div></div><div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hedge Maze</div></div><div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hushwood Verge</div></div><div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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## Island

Basic Land -- Island

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

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## Leyline Binding

5 W

## 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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| <div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Mirrex</div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div>Mirrex</div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mirrex</div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overlord of the Hauntwoods 366</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overlord of the Hauntwoods 366</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Overlord of the Hauntwoods</b> 3GG </div> <div> Enchantment Creature -- Avatar Horror </div> <div> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Overlord of the Hauntwoods</b> 3GG </div> <div> Enchantment Creature -- Avatar Horror </div> <div> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Overlord of the Mistmoors</b> 5WW </div> <div> Enchantment Creature -- Avatar Horror </div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Overlord of the Mistmoors</b> 5WW </div> <div> Enchantment Creature -- Avatar Horror </div> <div> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
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| <div><div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |
| <div><div><div>Ride's End</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shadowy Backstreet</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sunfall</div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temporary Lockdown</div><div>1WW</div></div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Up the Beanstalk</div><div>1G</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><div>Wastewood Verge</div></div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |

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| <div><div><div>Wastewood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                   | <div><div><div>Zur, Eternal Schemer</div><div>Legendary Creature -- Human Wizard</div><div><div>Flying</div><div>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</div><div>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</div></div></div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Zur, Eternal Schemer</div><div>Legendary Creature -- Human Wizard</div><div><div>Flying</div><div>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</div><div>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</div></div></div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div><div>Zur, Eternal Schemer</div><div>Legendary Creature -- Human Wizard</div><div><div>Flying</div><div>Enchantment creatures you control have deathtouch, lifelink, and hexproof.</div><div>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</div></div></div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            |
| <div><div><div>Elspeth's Smite</div><div>Instant</div><div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Elspeth's Smite</div><div>Instant</div><div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    | <div><div><div>Horned Loch-Whale</div><div>Creature -- Whale</div><div><div>Flash</div><div>Ward {2}</div><div>This creature enters tapped unless it's your turn.</div><div>[sideboard]</div></div><div><div>6/6</div><div>----- ADVENTURE -----</div><div><div>Lagoon Breach</div><div>Instant -- Adventure</div><div>The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Horned Loch-Whale</div><div>Creature -- Whale</div><div><div>Flash</div><div>Ward {2}</div><div>This creature enters tapped unless it's your turn.</div><div>[sideboard]</div></div><div><div>6/6</div><div>----- ADVENTURE -----</div><div><div>Lagoon Breach</div><div>Instant -- Adventure</div><div>The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                      | <div> <div>Nissa, Ascended Animist</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>GP</div> <div>GP</div> </div> </div> <div>Legendary Planeswalker -- Nissa</div> <div>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</div> <div>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</div> <div>[-1]: Destroy target artifact or enchantment.</div> <div>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div> <div>[sideboard]</div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nissa, Ascended Animist</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>GP</div> <div>GP</div> </div> </div> <div>Legendary Planeswalker -- Nissa</div> <div>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</div> <div>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</div> <div>[-1]: Destroy target artifact or enchantment.</div> <div>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div> <div>[sideboard]</div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obstinate Baloth</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 4 life.</div> <div>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                   |
| <div> <div>Obstinate Baloth</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div>When this creature enters, you gain 4 life.</div> <div>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards.</div> <div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards.</div> <div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>The Stone Brain</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## The Stone Brain

(2)

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

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## Tishana's Tidebinder

(2)(U)

Creature -- Merfolk Wizard

Flash  
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kawata, Kazuki - Standard (?1? S-Trad ARENA)

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