

Blood Moon 2 R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon 2 R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Moon 2 R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang U U Instant Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boomerang U U Instant Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang U U Instant Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boomerang U U Instant Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ebony Owl Netsuke 2 Artifact At the beginning of each opponent's upkeep, if that player has seven or more cards in hand, this artifact deals 4 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ebony Owl Netsuke 2 Artifact At the beginning of each opponent's upkeep, if that player has seven or more cards in hand, this artifact deals 4 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ebony Owl Netsuke 2 Artifact At the beginning of each opponent's upkeep, if that player has seven or more cards in hand, this artifact deals 4 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ebony Owl Netsuke 2 Artifact At the beginning of each opponent's upkeep, if that player has seven or more cards in hand, this artifact deals 4 damage to that player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhaustion 2U Sorcery Creatures and lands target opponent controls don't untap during their next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Exhaustion 2U Sorcery Creatures and lands target opponent controls don't untap during their next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhaustion 2U Sorcery Creatures and lands target opponent controls don't untap during their next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhaustion 2U Sorcery Creatures and lands target opponent controls don't untap during their next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Nowhere UU Sorcery -- Arcane Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Eye of Nowhere ⓈⓈ Sorcery -- Arcane Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Nowhere ⓈⓈ Sorcery -- Arcane Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Nowhere ⓈⓈ Sorcery -- Arcane Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gigadrowse Ⓢ Instant Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gigadrowse Ⓢ Instant Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gigadrowse Ⓢ Instant Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gigadrowse Ⓢ Instant Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howling Mine 2 Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Howling Mine② Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howling Mine② Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howling Mine② Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami of the Crescent MoonUU Legendary Creature -- Spirit At the beginning of each player's draw step, that player draws an additional card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami of the Crescent MoonUU Legendary Creature -- Spirit At the beginning of each player's draw step, that player draws an additional card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kami of the Crescent MoonUU Legendary Creature -- Spirit At the beginning of each player's draw step, that player draws an additional card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kami of the Crescent MoonUU Legendary Creature -- Spirit At the beginning of each player's draw step, that player draws an additional card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mikokoro, Center of the Sea Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Remand1U Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remand1U Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remand1U Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remand1U Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sudden Impact 3 R Instant Sudden Impact deals damage to target player equal to the number of cards in that player's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sudden Impact 3 R Instant Sudden Impact deals damage to target player equal to the number of cards in that player's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sudden Impact 3 R Instant Sudden Impact deals damage to target player equal to the number of cards in that player's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sudden Impact 3 R Instant Sudden Impact deals damage to target player equal to the number of cards in that player's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Commandeer 5 U U Instant You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commandeer 5 U U Instant You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Claw 2 Artifact Whenever a player casts a red spell, you may gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon's Claw 2 Artifact Whenever a player casts a red spell, you may gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Claw 2 Artifact Whenever a player casts a red spell, you may gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Threads of Disloyalty 1UUU Enchantment -- Aura Enchant creature with mana value 2 or less You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Threads of Disloyalty 1UUU

Enchantment -- Aura

Enchant creature with mana value 2 or less
You control enchanted creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Threads of Disloyalty 1UUU

Enchantment -- Aura

Enchant creature with mana value 2 or less
You control enchanted creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Threads of Disloyalty 1UUU

Enchantment -- Aura

Enchant creature with mana value 2 or less
You control enchanted creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Topeha, Arthur - Standard (Sol Ring Historic Standard'24)

sheet 10/10 - 3 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.