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| <div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                              | <div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   | <div><div><b>Baleful Strix</b><div>U</div><div>B</div></div><div>Artifact Creature -- Bird</div><div>Flying, deathtouch<br/>When this creature enters, draw a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><b>Baleful Strix</b><div>U</div><div>B</div></div><div>Artifact Creature -- Bird</div><div>Flying, deathtouch<br/>When this creature enters, draw a card.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   |
| <div><div><b>Barrowgoyf</b><div>2</div><div>B</div></div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div><div>*/1+*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

```
Flash
Flying
This creature can block only creatures
with flying.
```

3/1

- - - ADVENTURE - - -

①②

Return target nonland permanent an  
opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--<sup>{3}</sup>[B], Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--**{3}{B}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash  
When this enchantment enters, draw a card.  
Creatures lose all abilities.  
At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kaito, Bane of Nightmares** (2)(U)(B)

Legendary Planeswalker -- Kaito

Ninjutsu {1}{U}{B} ({1}{U}{B}),  
Return an unblocked attacker you  
control to hand: Put this card onto  
the battlefield from your hand  
tapped and attacking.)  
During your turn, as long as Kaito  
has one or more loyalty counters on  
him, he's a 3/4 Ninja creature and  
has hexproof.  
[+1]: You get an emblem with "Ninjas  
you control get +1/+1."  
[0]: Surveil 2. Then draw a card for  
each opponent who lost life this  
turn.  
[-2]: Tap target creature. Put two  
stun counters on it.

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kaito, Bane of Nightmares** (2)(U)(B)

Legendary Planeswalker -- Kaito

Ninjatsu {1}{U}{B} ({1}{U}{B}),  
Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)  
During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.  
[+1]: You get an emblem with "Ninjas you control get +1/+1."  
[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.  
[-2]: Tap target creature. Put two stun counters on it.

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Kolaghan's Command</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kolaghan's Command</div><div><div>1</div><div>B</div><div>R</div></div></div><div>Instant</div><div>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |



### Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ponder

## Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ponder

## Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ponder

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ponder

## Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reanimate

## Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Sheoldred's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheoldred's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                          | <div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <p>Flash</p> <p>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                        | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                              |
| <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                    | <div> <div>Tamiyo, Inquisitive Student</div> <div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> <p>Flying</p> <p>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</p> </div> </div> <div> <div>0/3</div> <div>----- BACK FACE -----</div> <div> <div>Tamiyo, Seasoned Scholar</div> <div> <div>L</div> <div>2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tamiyo, Inquisitive Student</div> <div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> <p>Flying</p> <p>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</p> </div> </div> <div> <div>0/3</div> <div>----- BACK FACE -----</div> <div> <div>Tamiyo, Seasoned Scholar</div> <div> <div>L</div> <div>2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Castro, Giovanni - Legacy (Mont Weekly Legacy)

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 7/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                           |
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| <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div>Undercity Sewers</div> <div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div>Underground Sea</div> <div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                      | <div>Volcanic Island</div> <div></div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   |
| <div>Consign to Memory</div> <div>U</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> | <div>Consign to Memory</div> <div>U</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> | <div>Fatal Push</div> <div>B</div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fatal Push</div> <div>B</div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Meltdown</div><div>XR</div></div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Meltdown</div><div>XR</div></div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Opposition Agent</div><div>2B</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Price of Progress</div><div>1R</div></div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Price of Progress</div><div>1R</div></div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                    |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Castro, Giovanni - Legacy (Mont Weekly Legacy)

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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