

Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Burst Lightning (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burst Lightning (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmogrand Zenith (2)(W) Creature -- Human Soldier Whenever you cast your second spell each turn, choose one -- * Create two 1/1 white Human Soldier creature tokens. * Put a +1/+1 counter on each creature you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmogrand Zenith (2)(W) Creature -- Human Soldier Whenever you cast your second spell each turn, choose one -- * Create two 1/1 white Human Soldier creature tokens. * Put a +1/+1 counter on each creature you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dedenphuu - Pioneer (Pioneer Spark!! ONLINE 7th -MTGArena-)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

First Day of Class 1R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	First Day of Class 1R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Get Lost 1W Instant 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1W Instant 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Homestead Courage W Sorcery Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Choose one --

- * You gain 4 life.
- * Destroy target enchantment.
- * Put a +1/+1 counter on target creature.

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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Artifact Creature -- Construct

Kicker {3}

If this creature was kicked, it enters with a +1/+1 counter on it for each nonbasic land your opponents control. When this creature becomes the target of a spell, sacrifice it and create a number of 1/1 colorless Construct artifact creature tokens equal to its power.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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```
Kicker {3}
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4/4

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| <div><div><div>Myriad Construct</div><div>4</div></div><div>Artifact Creature -- Construct</div><div><div>Kicker {3}</div><div>If this creature was kicked, it enters with a +1/+1 counter on it for each nonbasic land your opponents control.</div><div>When this creature becomes the target of a spell, sacrifice it and create a number of 1/1 colorless Construct artifact creature tokens equal to its power.</div></div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Myriad Construct</div><div>4</div></div><div>Artifact Creature -- Construct</div><div><div>Kicker {3}</div><div>If this creature was kicked, it enters with a +1/+1 counter on it for each nonbasic land your opponents control.</div><div>When this creature becomes the target of a spell, sacrifice it and create a number of 1/1 colorless Construct artifact creature tokens equal to its power.</div></div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Needleverge Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div><div>BACK FACE</div></div><div><div>Pillarverge Pathway</div></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Needleverge Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div><div>BACK FACE</div></div><div><div>Pillarverge Pathway</div></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |
| <div><div><div>Needleverge Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div><div>BACK FACE</div></div><div><div>Pillarverge Pathway</div></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                      | <div><div><div>Needleverge Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div><div>BACK FACE</div></div><div><div>Pillarverge Pathway</div></div><div>Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                      | <div><div><div>Patchwork Banner</div><div>3</div></div><div>Artifact</div><div>As this artifact enters, choose a creature type.</div><div>Creatures you control of the chosen type get +1/+1.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Patchwork Banner</div><div>3</div></div><div>Artifact</div><div>As this artifact enters, choose a creature type.</div><div>Creatures you control of the chosen type get +1/+1.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Patchwork Banner

③

Artifact

As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1.

{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Patchwork Banner

③

Artifact

As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1.

{T}: Add one mana of any color.

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## Phoenix Down

W

Artifact

```
{1}{W}, {T}, Exile this artifact:
Choose one --
* Return target creature card with
mana value 4 or less from your
graveyard to the battlefield tapped.
* Exile target Skeleton, Spirit, or
Zombie.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phoenix Down

W

Artifact

```
{1}{W}, {T}, Exile this artifact:
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* Exile target Skeleton, Spirit, or
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

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## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plasma Bolt

®

## Sorcery

Plasma Bolt deals 2 damage to any target.

Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Plasma Bolt deals 2 damage to any target.  
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| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sunbillion Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Sunbillion Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Sunbillion Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Sunbillion Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |

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| <div> <div>The Irencrag</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> {T}: Add {C}.<br/> Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                     | <div> <div>The Irencrag</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> {T}: Add {C}.<br/> Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div> <div>Instant</div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower 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>Torch the Tower</div> <div>R</div> </div> <div> <div> <div>Instant</div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower 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>Academic Probation</div> <div>1W</div> </div> <div> <div> <div>Sorcery -- Lesson</div> <div> Choose one --<br/> * Choose a nonland card name. Opponents can't cast spells with the chosen name until your next turn.<br/> * Choose target nonland permanent. Until your next turn, it can't attack or block, and its activated abilities can't be activated. </div> </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Authority of the Consuls</div> <div>W</div> </div> <div> <div> <div>Enchantment</div> <div> Creatures your opponents control enter tapped.<br/> Whenever a creature an opponent controls enters, you gain 1 life. </div> </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                        | <div> <div>Authority of the Consuls</div> <div>W</div> </div> <div> <div> <div>Enchantment</div> <div> Creatures your opponents control enter tapped.<br/> Whenever a creature an opponent controls enters, you gain 1 life. </div> </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                             | <div> <div>Environmental Sciences</div> <div>2</div> </div> <div> <div> <div>Sorcery -- Lesson</div> <div> Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. </div> </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                   |

Playtest cards - Dedenphuu - Pioneer (Pioneer Spark!! ONLINE 7th -MTGArena-)

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| <div> <b>Fleeting Effigy</b> <span>(R)</span> </div> <div>           Creature -- Elemental         </div> <div> <p>Haste</p> <p>At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.)</p> <p>{2}{R}: This creature gets +2/+0 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                     | <div> <b>Fleeting Effigy</b> <span>(R)</span> </div> <div>           Creature -- Elemental         </div> <div> <p>Haste</p> <p>At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.)</p> <p>{2}{R}: This creature gets +2/+0 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                     | <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Haliya, Guided by Light</b> <span>(2)(W)</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.</p> <p>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.</p> <p>Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Haliya, Guided by Light</b> <span>(2)(W)</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Whenever Haliya or another creature or artifact you control enters, you gain 1 life.</p> <p>At the beginning of your end step, draw a card if you've gained 3 or more life this turn.</p> <p>Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Mascot Exhibition</b> <span>(7)</span> </div> <div>           Sorcery -- Lesson         </div> <div> <p>Create a 2/1 white and black Inkling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                        | <div> <b>Seize the Spoils</b> <span>(2)(R)</span> </div> <div>           Sorcery         </div> <div> <p>As an additional cost to cast this spell, discard a card.</p> <p>Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                |

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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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Seize the Spoils</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, discard a card. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Warleader's Call</div> <div> <div>1</div> <div>R</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Warleader's Call</div> <div> <div>1</div> <div>R</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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