

## Burst Lightning

®

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.

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## Copperline Gorge

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

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Emberheart Challenger <sup>1</sup>®

①②R

Creature -- Mouse Warrior

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.

2/2

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| <p><b>Hired Claw</b> (R)</p> <p>Creature -- Lizard Mercenary</p> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                           | <p><b>Hired Claw</b> (R)</p> <p>Creature -- Lizard Mercenary</p> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                           | <p><b>Hired Claw</b> (R)</p> <p>Creature -- Lizard Mercenary</p> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                           | <p><b>Hired Claw</b> (R)</p> <p>Creature -- Lizard Mercenary</p> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                           |
| <p><b>Innkeeper's Talent</b> (1)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Innkeeper's Talent</b> (1)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Innkeeper's Talent</b> (1)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Innkeeper's Talent</b> (1)(G)</p> <p>Enchantment -- Class</p> <p>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                    | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                    | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                    | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                    |
| <div>Manifold Mouse (1)(R)</div> <div>Creature -- Mouse Soldier</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Manifold Mouse (1)(R)</div> <div>Creature -- Mouse Soldier</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Manifold Mouse (1)(R)</div> <div>Creature -- Mouse Soldier</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Manifold Mouse (1)(R)</div> <div>Creature -- Mouse Soldier</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</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>                                                                                                                                                                                                     | <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>                                                                                                                                                                                                     | <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>                                                                                                                                                                                                     | <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>                                                                                                                                                                                                     |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     | <div>Obliterating Bolt</div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                      | <div>Obliterating Bolt</div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                      | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Trample<br/>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>Trample<br/>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Restless Ridgeline</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {R} or {G}.<br/>{2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land.<br/>Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                       |

Playtest cards - Nankoe, Kai - Standard (Uncut Sheet Standard - SCG CON Atlanta - Friday -

sheet 6/10 - 8 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.

## Land

{T}: Add {C}.  
{T}: Add {R}. Spend this mana only to cast a creature spell.  
{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Creature -- Spirit

**Haste**  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.  
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| <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      |
| <div>Lithomantic Barrage</div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lithomantic Barrage</div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lithomantic Barrage</div> <div>Sorcery</div> <div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Formation</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with flying.<br/>* Destroy target enchantment.<br/>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Pawpatch Formation</b> <span>1G</span> </div> <hr/> <p>Instant</p> <hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pawpatch Recruit</b> <span>G</span> </div> <hr/> <p>Creature -- Rabbit Warrior</p> <hr/> <p>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>Trample</p> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.</p> <p>[sideboard]</p> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Questing Druid</b> <span>1G</span> </div> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <b>Seek the Beast</b> <span>1R</span> </div> <hr/> <p>Instant -- Adventure</p> <hr/> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Questing Druid</b> <span>1G</span> </div> <hr/> <p>Creature -- Human Druid</p> <hr/> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <b>Seek the Beast</b> <span>1R</span> </div> <hr/> <p>Instant -- Adventure</p> <hr/> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <b>Scorching Shot</b> <span>RR</span> </div> <hr/> <p>Sorcery</p> <hr/> <p>Scorching Shot deals 5 damage to target creature.</p> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                          | <div> <b>Scorching Shot</b> <span>RR</span> </div> <hr/> <p>Sorcery</p> <hr/> <p>Scorching Shot deals 5 damage to target creature.</p> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                               | <div> <b>Scorching Shot</b> <span>RR</span> </div> <hr/> <p>Sorcery</p> <hr/> <p>Scorching Shot deals 5 damage to target creature.</p> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                              | <div> <b>Torch the Tower</b> <span>R</span> </div> <hr/> <p>Instant</p> <hr/> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         |

Playtest cards - Nankoe, Kai - Standard (Uncut Sheet Standard - SCG CON Atlanta - Friday -

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

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| <div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Nankoe, Kai - Standard (Uncut Sheet Standard - SCG CON Atlanta - Friday -

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.