

① W

Enchant creature
Enchanted creature gets +1/+1 for
each artifact and/or enchantment you
control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Lifelink
{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchant creature
When this Aura enters, draw a card.
Enchanted creature has flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection
from the chosen color. This effect
doesn't remove Auras and Equipment
you control that are already
attached to it.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Vigilance
Whenever an opponent casts a spell,
if no mana was spent to cast it,
counter that spell.

Sacrifice Boromir: Creatures you
control gain indestructible until
end of turn. The Ring tempts you.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature you control
When this Aura enters, create a 1/1
white Warrior creature token with
vigilance.
Enchanted creature gets +1/+1 and
has first strike. (It deals combat
damage before creatures without
first strike.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Ardenvale Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Create a 1/1 white Human creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando 1 W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cave of the Frost Dragon Land If you control two or more other lands, this land enters tapped. {T}: Add {W}. {4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cho-Manno's Blessing W W Enchantment -- Aura Flash Enchant creature As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove this Aura. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Curse of Silence W Enchantment -- Aura Curse Enchant player As this Aura enters, choose a card name. Spells with the chosen name enchanted player casts cost {2} more to cast. Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daybreak Coronet W W Enchantment -- Aura Enchant creature with another Aura attached to it Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. (Damage dealt by the creature also causes its controller to gain that much life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate 1 W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pyfl - Commander (Mini championnat 3eme duel commandeur)

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 2/13 - 8 cards - 2.5 x 3.5 in each

Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Tutor Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ethereal Armor Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each enchantment you control and has first strike. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Felidar Umbra Enchantment -- Aura Enchant creature Enchanted creature has lifelink. {1}{W}: Attach this Aura to target creature you control. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flowering of the White Tree Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galadriel's Dismissal Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost 1 W 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of Granite W Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature gets +0/+2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gods Willing W Instant Target creature you control gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.) Scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Abolisher W W Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grasp of the Hieromancer 1 W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature attacks, tap target creature defending player controls." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gryff's Boon W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+0 and has flying. {3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hall of Heliod's Generosity Legendary Land {T}: Add {C}. {1}{W}, {T}: Put target enchantment card from your graveyard on top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod's Punishment 1 W Enchantment -- Aura Enchant creature This Aura enters with four task counters on it. Enchanted creature can't attack or block. It loses all abilities and has "{T}: Remove a task counter from Heliod's Punishment. Then if it has no task counters on it, destroy Heliod's Punishment." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero of Iroas 1 W Creature -- Human Soldier Aura spells you cast cost {1} less to cast. Heroic -- Whenever you cast a spell that targets this creature, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hyena Umbra W Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has first strike. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illuminator Virtuoso 1 W Creature -- Human Rogue Double strike Whenever this creature becomes the target of a spell you control, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karametra's Blessing W Instant Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kor Spiritdancer 1 W Creature -- Kor Wizard This creature gets +2/+2 for each Aura attached to it. Whenever you cast an Aura spell, you may draw a card. [sideboard] 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lashknife 1 W Enchantment -- Aura If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Enchant creature Enchanted creature has first strike. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Tithe W Instant Counter target spell unless its controller pays {1}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Law and Grace W Enchantment -- Aura Enchant creature Enchanted creature has protection from black and from red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistveil Plains Land -- Plains ({T}: Add {W}.) This land enters tapped. {W}, {T}: Put target card from your graveyard on the bottom of your library. Activate only if you control two or more white permanents. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monumental Henge Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Optimistic Scavenger W Creature -- Human Scout Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pearl-Ear, Imperial Advisor 1 W W Legendary Creature -- Fox Advisor Lifelink Enchantment spells you cast have affinity for Auras. (They cost {1} less to cast for each Aura you control.) Whenever you cast an Aura spell that targets a modified permanent you control, draw a card. (Equipment, Auras you control, and counters are modifications.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Rebuff the Wicked Instant Counter target spell that targets a permanent you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reprieve Instant Return target spell to its owner's hand. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanctifier en-Vec Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowspear Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

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Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Target creature you control gains protection from the color of your choice until end of turn.
Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.
Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Enchant creature
Enchanted creature has protection
from green and from blue.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Your opponents can't cast spells this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skrelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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Whenever an enchantment you control
enters, scry 1.
{2}{W}: This creature gets +1/+1
until end of turn for each
enchantment you control.
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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solid Footing Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+1. As long as enchanted creature has vigilance, it assigns combat damage equal to its toughness rather than its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Steel Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2. {1}{W}, Exile this card from your graveyard: Return another target Aura or Equipment card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirit Link Enchantment -- Aura Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sram, Senior Edificer (1)(W) Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starfield Mystic (1)(W) Creature -- Human Cleric Enchantment spells you cast cost {1} less to cast. Whenever an enchantment you control is put into a graveyard from the battlefield, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation (W) Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swift Reconfiguration (W) Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swords to Plowshares (W) Instant Exile target creature. Its controller gains life equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Heretic Cathar (2)(W) Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tithe Taker (1)(W) Creature -- Human Soldier During your turn, spells your opponents cast cost {1} more to cast and abilities your opponents activate cost {1} more to activate unless they're mana abilities. Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umbra Mystic (2)(W) Creature -- Human Wizard Auras attached to permanents you control have umbra armor. (If an enchanted permanent you control would be destroyed, instead remove all damage from it and destroy an Aura attached to it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pyf1 - Commander (Mini championnat 3eme duel commandeur)

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

Unquestioned Authority 2 W Enchantment -- Aura Enchant creature When this Aura enters, draw a card. Enchanted creature has protection from creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zealot's Conviction W Enchantment -- Aura Flash Enchant creature Enchanted creature gets +1/+1. Corrupted -- As long as an opponent has three or more poison counters, enchanted creature gets an additional +1/+0 and has first strike. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	