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| <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                             | <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                             |
| <div> <div> <b>Archon of Cruelty</b> <div> <div>6</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <p>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                    | <div> <div> <b>Archon of Cruelty</b> <div> <div>6</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <p>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                    | <div> <div> <b>Atraxa, Grand Unifier</b> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Atraxa, Grand Unifier</b> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cabal Therapy</b><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Cabal Therapy</b><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Dark Ritual</b><div>B</div></div><div>Instant</div><div>Add <b>{B}{B}{B}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><b>Dark Ritual</b><div>B</div></div><div>Instant</div><div>Add <b>{B}{B}{B}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><b>Dark Ritual</b><div>B</div></div><div>Instant</div><div>Add <b>{B}{B}{B}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      |

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| <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div>                                                              | <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div></div> | <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div></div> | <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div></div>                                                                            |
| <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div></div> | <div><div><div>Exhume</div><div>1B</div></div><div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div></div></div>     | <div><div><div>Exhume</div><div>1B</div></div><div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div></div></div>     | <div><div><div>Faithless Looting</div><div>R</div></div><div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> |
| <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                     |

®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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4 B B B B

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B B

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B B

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

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①

{T}, Sacrifice this artifact: Add one mana of any color.

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{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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| <div> <div>Lotus Petal</div> <div>Artifact</div> <div> { T }, Sacrifice this artifact: Add one mana of any color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <div>Lotus Petal</div> <div>Artifact</div> <div> { T }, Sacrifice this artifact: Add one mana of any color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <div>Marsh Flats</div> <div>Land</div> <div> { T }, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <div>Marsh Flats</div> <div>Land</div> <div> { T }, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Polluted Delta</div> <div>Land</div> <div> { T }, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Polluted Delta</div> <div>Land</div> <div> { T }, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Raucous Theater</div> <div>Land -- Swamp Mountain</div> <div> ( { T } : Add { B } or { R } . ) This land enters tapped. When this land enters, surveil 1. ( Look at the top card of your library. You may put it into your graveyard . ) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Reanimate</div> <div>Sorcery</div> <div> Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

**B**

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

**B**

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

**(B)**

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

4 W W W

Flying  
As this creature enters, choose a card type.  
You and creatures you control have protection from the chosen card type.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |
| <div><div>Underground Sea</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                      | <div><div>Underground Sea</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                      | <div><div>Unmask</div><div>3B</div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unmask</div><div>3B</div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Unmask</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unmask</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Verdant Catacombs</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                | <div> <div>Verdant Catacombs</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                |
| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Dauthi Rogue</div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Dauthi Rogue</div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Echoing Truth</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                   | <div> <div>Echoing Truth</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Iona, Shield of Emeria</div> <div> <div>6</div> <div>W</div> <div>W</div> <div>W</div> </div> </div> <div> <div>           Legendary Creature -- Angel           <div> <div>7/7</div> </div> </div> <div>           Flying<br/>           As Iona enters, choose a color.<br/>           Your opponents can't cast spells of the chosen color.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Magus of the Moon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>           Creature -- Human Wizard           <div> <div>2/2</div> </div> </div> <div>           Nonbasic lands are Mountains.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Magus of the Moon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>           Creature -- Human Wizard           <div> <div>2/2</div> </div> </div> <div>           Nonbasic lands are Mountains.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                            | <div> <div>Show and Tell</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>           Sorcery           <div> <div>2/2</div> </div> </div> <div>           Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                    |

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| <div><div>Show and Tell</div><div>②①</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Show and Tell</div><div>②①</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Show and Tell</div><div>②①</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - Lopes, Vinícius - Legacy (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 10/10 - 3 cards - 2.5 x 3.5 in each