

Animist's Might (2)(G) Sorcery This spell costs {2} less to cast if it targets a legendary creature you control. Target creature you control deals damage equal to twice its power to target creature or planeswalker you don't control. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apex Devastator (8)(G)(G) Creature -- Chimera Hydra Cascade, cascade, cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Multiple instances of cascade each trigger separately.) 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet (2) Artifact {T}: Add one mana of any color in your commander's color identity. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Augur of Autumn (1)(G)(G) Creature -- Human Druid You may look at the top card of your library any time. You may play lands from the top of your library. Coven -- As long as you control three or more creatures with different powers, you may cast creature spells from the top of your library. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Banefire (X)(R) Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bear Umbra (2)(G)(G) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has "Whenever this creature attacks, untap all lands you control." Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackblade Reforged (2) Legendary Artifact -- Equipment Equipped creature gets +1/+1 for each land you control. Equip legendary creature {3} Equip {7} 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasphemous Act 8R Sorcery This spell costs {1} less to cast for each creature on the battlefield. Blasphemous Act deals 13 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bushwhack G Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinder Glade Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Solitude 2G Enchantment Players can cast spells and activate abilities only during their own turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Collective Resistance 1G Instant Escalate {G} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Destroy target artifact. * Destroy target enchantment. * Target creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Constant Mists 1G Instant Buyback--Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.) Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crackle with Power XXXXRR Sorcery Crackle with Power deals five times X damage to each of up to X targets. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cultivate Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defense of the Heart Enchantment At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice this enchantment, search your library for up to two creature cards, put those cards onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doubling Cube Artifact {3}, {T}: Double the amount of each type of unspent mana you have. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dowsing Dagger Artifact -- Equipment When this Equipment enters, target opponent creates two 0/2 green Plant creature tokens with defender. Equipped creature gets +2/+1. Whenever equipped creature deals combat damage to a player, you may transform this Equipment. Equip {2} ----- BACK FACE ----- Lost Vale Land (Transforms from Dowsing Dagger.) {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Conqueror Legendary Creature -- Elder Dinosaur Trample When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs. {9}{G/P}: Transform Etali. Activate only as a sorcery. 7/7 ----- BACK FACE ----- Etali, Primal Sickness Legendary Creature -- Phyrexian Elder Dinosaur Trample, indestructible Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.) 11/11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Emancipation Enchantment If a source you control would deal damage to a permanent or player, it deals triple that damage to that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Finale of Devastation Sorcery Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire-Lit Thicket Land {T}: Add {C}. {R/G}, {T}: Add {R}{R}, {R}{G}, or {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fireshrieker Artifact -- Equipment Equipped creature has double strike. (It deals both first-strike and regular combat damage.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Ancient 36 Creature -- Elemental Whenever a player casts a spell, you may put a +1/+1 counter on this creature. At the beginning of your upkeep, you may move any number of +1/+1 counters from this creature onto other creatures. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Blessing 16 Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Game Trail Land As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped. {T}: Add {R} or {G}. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genesis Hydra Creature -- Plant Hydra When you cast this spell, reveal the top X cards of your library. You may put a nonland permanent card with mana value X or less from among them onto the battlefield. Then shuffle the rest into your library. This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of the Viper Instant Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldspan Dragon Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goldvein Hydra Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Turf Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hauntwoods Shrieker Creature -- Beast Mutant Whenever this creature attacks, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.) {1}{G}: Reveal target face-down permanent. If it's a creature card, you may turn it face up. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazoret's Monument Legendary Artifact Red creature spells you cast cost {1} less to cast. Whenever you cast a creature spell, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Helm of Awakening (2) Artifact Spells cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heroic Intervention (1)(G) Instant Permanents you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperial Recruiter (2)(R) Creature -- Human Advisor When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jeska's Will (2)(R) Sorcery Choose one. If you control a commander as you cast this spell, you may choose both instead. * Add {R} for each card in target opponent's hand. * Exile the top three cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jeska, Thrice Reborn (2)(R) Legendary Planeswalker -- Jeska Jeska enters with a loyalty counter on her for each time you've cast a commander from the command zone this game. [0]: Choose target creature. Until your next turn, if that creature would deal combat damage to one of your opponents, it deals triple that damage to that player instead. [-X]: Jeska deals X damage to each of up to three targets. Jeska, Thrice Reborn can be your commander. Partner L 0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kamahl, Heart of Krosa (6)(G)(G) Legendary Creature -- Human Druid At the beginning of combat on your turn, creatures you control get +3/+3 and gain trample until end of turn. {1}{G}: Until end of turn, target land you control becomes a 1/1 Elemental creature with vigilance, indestructible, and haste. It's still a land. Partner (You can have two commanders if both have partner.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kediss, Emberclaw Familiar (1)(R) Legendary Creature -- Elemental Lizard Whenever a commander you control deals combat damage to an opponent, it deals that much damage to each other opponent. Partner (You can have two commanders if both have partner.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

At the beginning of your upkeep, you may put a petal counter on this artifact.

{T}, Sacrifice this artifact: Add X mana of any one color, where X is the number of petal counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Whenever equipped creature attacks, it deals damage equal to its power to the player or planeswalker it's attacking.

Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Myriad Landscape Land This land enters tapped. {T}: Add {C}. {2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nesting Dragon 3RR Creature -- Dragon Flying Landfall -- Whenever a land you control enters, create a 0/2 red Dragon Egg creature token with defender and "When this token dies, create a 2/2 red Dragon creature token with flying and '{R}: This token gets +1/+0 until end of turn.'" 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ohran Frostfang 3GG Snow Creature -- Snake Attacking creatures you control have deathtouch. Whenever a creature you control deals combat damage to a player, draw a card. 2/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opal Palace Land {T}: Add {C}. {1}, {T}: Add one mana of any color in your commander's color identity. If you spend this mana to cast your commander, it enters with a number of additional +1/+1 counters on it equal to the number of times it's been cast from the command zone this game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oran-Rief, the Vastwood Land This land enters tapped. {T}: Add {G}. {T}: Put a +1/+1 counter on each green creature that entered this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Radha, Heart of Keld (1)(R)(G) Legendary Creature -- Elf Warrior During your turn, Radha has first strike. You may look at the top card of your library any time, and you may play lands from the top of your library. {4}{R}{G}: Radha gets +X/+X until end of turn, where X is the number of lands you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raging Ravine Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: Until end of turn, this land becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a +1/+1 counter on it." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampant Growth (1)(G) Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reliquary Tower Land You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rhonas's Monument (3) Legendary Artifact Green creature spells you cast cost {1} less to cast. Whenever you cast a creature spell, target creature you control gets +2/+2 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhythm of the Wild (1)(R)(G) Enchantment Creature spells you control can't be countered. Nontoken creatures you control have riot. (They enter with your choice of a +1/+1 counter or haste.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Elder (1)(G) Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scythe of the Wretched 2 Artifact -- Equipment Equipped creature gets +2/+2. Whenever a creature dealt damage by equipped creature this turn dies, return that card to the battlefield under your control. Attach this Equipment to that creature. Equip {4} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowspear 1 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smuggler's Surprise 6 Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snake Umbra 26 Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals damage to an opponent, you may draw a card." Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sol Ring 1 Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spire Garden Land This land enters tapped unless you have two or more opponents. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starstorm XR Instant Starstorm deals X damage to each creature. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sword of Vengeance ③ Artifact -- Equipment Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste. Equip {3} 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tanuki Transplanter ③⑥ Artifact Creature -- Equipment Dog Whenever this creature or equipped creature attacks, add an amount of {G} equal to its power. Until end of turn, you don't lose this mana as steps and phases end. Reconfigure {3} ({3}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taurean Mauler ②④ Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tempt with Discovery ③⑥ Sorcery Tempting offer -- Search your library for a land card and put it onto the battlefield. Each opponent may search their library for a land card and put it onto the battlefield. For each opponent who searches a library this way, search your library for a land card and put it onto the battlefield. Then each player who searched a library this way shuffles. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terror of the Peaks ③④④ Creature -- Dragon Flying Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring ④ Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hebrongrimlock - Commander (Shop Collectibles: Commander Showdown II)

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

Thought Vessel ② Artifact You have no maximum hand size. {T}: Add {C}.	Urabrask's Forge ②R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.	Vandalblast R Sorcery Destroy target artifact you don't control. Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")	Worldly Tutor G Instant Search your library for a creature card, reveal it, then shuffle and put the card on top.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

