Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

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Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 1/10 - 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.

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamecache Gecko (1)(R)

Creature -- Lizard Warlock

When this creature enters, if an opponent lost life this turn, add {B}{R}.
{1}{R}, Discard a card: Draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamecache Gecko (1)(R)

Creature -- Lizard Warlock

When this creature enters, if an opponent lost life this turn, add {B}{R}.
{1}{R}, Discard a card: Draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamecache Gecko (1)(R)

Creature -- Lizard Warlock

When this creature enters, if an opponent lost life this turn, add {B}{R}.
{1}{R}, Discard a card: Draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamecache Gecko (1)(R)

Creature -- Lizard Warlock

When this creature enters, if an opponent lost life this turn, add {B}{R}.
{1}{R}, Discard a card: Draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 2/10 - 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.

Gev, Scaled Scorch (B)(R)

Legendary Creature -- Lizard Mercenary

Ward--Pay 2 life.
Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.
Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gev, Scaled Scorch (B)(R)

Legendary Creature -- Lizard Mercenary

Ward--Pay 2 life.
Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.
Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Lizard Mercenary

Ward--Pay 2 life.
Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.
Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hired Claw (R)

Creature -- Lizard Mercenary

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.
{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hired Claw (R)

Creature -- Lizard Mercenary

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.
{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ingris Stingerquill (B)(R)(R)

Legendary Creature -- Elder Sphinx

Flying
Whenever a creature you control attacks, that creature deals 1 damage to each opponent.
{4}: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Then creatures you control gain haste until end of turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 3/10 - 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.

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iridescent Vinelasher (B)

Creature -- Lizard Assassin

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.)
Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iridescent Vinelasher (B)

Creature -- Lizard Assassin

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.)
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Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of Barbs (1)(R)

Creature -- Lizard Bard

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Master of Barbs (1)(R)

Creature -- Lizard Bard

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 4/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Lizard Bard

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rockface Village

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

Rockface Village

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

Samut, Hazoret's Champion (1)(R)

Legendary Creature -- Human Warrior Cleric

Creatures you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Samut, Hazoret's Champion (1)(R)

Legendary Creature -- Human Warrior Cleric

Creatures you control have haste.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Town

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{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko 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.

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill Charm (B)(R)

Instant

Choose one --
* Stingerquill Charm deals 3 damage to any target.
* Target creature gains first strike and deathtouch until end of turn.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinging Vitriol (B)(R)

Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinging Vitriol (B)(R)

Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 7/10 - 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Flamecaller (2)(R)

Creature -- Lizard Warlock

If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Flamecaller (2)(R)

Creature -- Lizard Warlock

If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Lizard Warlock

If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon the Oathless (2)(B)

Legendary Creature -- Human Mercenary

Ward--Discard a card.
Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player.
Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon the Oathless (2)(B)

Legendary Creature -- Human Mercenary

Ward--Discard a card.
Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player.
Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 8/10 - 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.

Stinging Vitriol (B)(R)

Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx (2)(R)(R)

Creature -- Elemental Cat

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx (2)(R)(R)

Creature -- Elemental Cat

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[sideboard]

5/4

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Damage can't be prevented.
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[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Legend of Roku (2)(R)(R)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.
II -- Add one mana of any color.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sideboard]

- - - BACK FACE - - -

Avatar Roku

Legendary Creature -- Avatar

Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)
{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Legend of Roku (2)(R)(R)

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(As this Saga enters and after your draw step, add a lore counter.)
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[sideboard]

- - - BACK FACE - - -

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko sheet 9/10 - 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.

Thought-Stalker Warlock (2)(B)

Creature -- Lizard Warlock

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought-Stalker Warlock (2)(B)

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dingzhen - Standard v3 Group 38F639 (Valley Flamecaller, Flamecache Gecko 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.