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| <b>Abbot of Keral Keep</b> (1)(R)<br><hr/> Creature -- Human Monk<br><hr/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                   | <b>Abbot of Keral Keep</b> (1)(R)<br><hr/> Creature -- Human Monk<br><hr/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                   | <b>Abbot of Keral Keep</b> (1)(R)<br><hr/> Creature -- Human Monk<br><hr/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Abbot of Keral Keep</b> (1)(R)<br><hr/> Creature -- Human Monk<br><hr/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>When this creature enters, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Atarka's Command</b> (R)(G)<br><hr/> Instant<br><hr/> Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Atarka's Command</b> (R)(G)<br><hr/> Instant<br><hr/> Choose two --<br>* Your opponents can't gain life this turn.<br>* Atarka's Command deals 3 damage to each opponent.<br>* You may put a land card from your hand onto the battlefield.<br>* Creatures you control get +1/+1 and gain reach until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Become Immense</b> (5)(G)<br><hr/> Instant<br><hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Target creature gets +6/+6 until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                      | <b>Become Immense</b> (5)(G)<br><hr/> Instant<br><hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Target creature gets +6/+6 until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                      |

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| <div><div><div>Become Immense</div><div>56</div></div><div><div>Instant</div><div><p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p><p>Target creature gets +6/+6 until end of turn.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Become Immense</div><div>56</div></div><div><div>Instant</div><div><p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p><p>Target creature gets +6/+6 until end of turn.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bloodstained Mire</div></div><div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Bloodstained Mire</div></div><div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div><div>Bloodstained Mire</div></div><div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div><div>Cinder Glade</div></div><div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>This land enters tapped unless you control two or more basic lands.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div><div>Cinder Glade</div></div><div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>This land enters tapped unless you control two or more basic lands.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      |

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| <div><div>Den Protector</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den Protector</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den Protector</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Den Protector</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Human Warrior</div><div>Creatures with power less than this creature's power can't block it.<br/>Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)<br/>When this creature is turned face up, return target card from your graveyard to your hand.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Evolving Wilds</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                            | <div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                         |

Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Monk

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Monk

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Monk

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Monk

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land - - Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Snapping Gnarlid</div><div>①⑥</div></div><div><div>Creature -- Beast</div><div>Landfall -- Whenever a land you control enters, this creature gets +1/+1 until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                            | <div><div><div>Temur Battle Rage</div><div>①Ⓡ</div></div><div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Temur Battle Rage</div><div>①Ⓡ</div></div><div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Temur Battle Rage</div><div>①Ⓡ</div></div><div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Temur Battle Rage</div><div>①Ⓡ</div></div><div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Titan's Strength</div><div>Ⓡ</div></div><div><div>Instant</div><div>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                              | <div><div><div>Titan's Strength</div><div>Ⓡ</div></div><div><div>Instant</div><div>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                              | <div><div><div>Titan's Strength</div><div>Ⓡ</div></div><div><div>Instant</div><div>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                              |

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| <div><div><div>Titan's Strength</div><div></div></div><div><div>Instant</div><div>Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Wild Slash</div><div></div></div><div><div>Instant</div><div>Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Wild Slash</div><div></div></div><div><div>Instant</div><div>Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Windswept Heath</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    |
| <div><div><div>Windswept Heath</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      | <div><div><div>Windswept Heath</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div><div>Windswept Heath</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div><div>Wooded Foothills</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Zurgo Bellstriker</div> <div>Legendary Creature -- Orc Warrior</div> <div>Zurgo can't block creatures with power 2 or greater.<br/>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            |
| <div>Arc Lightning</div> <div>Sorcery</div> <div>Arc Lightning deals 3 damage divided as you choose among one, two, or three targets.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div>Arc Lightning</div> <div>Sorcery</div> <div>Arc Lightning deals 3 damage divided as you choose among one, two, or three targets.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div>Fiery Impulse</div> <div>Instant</div> <div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Outpost Siege</div> <div>Enchantment</div> <div>As this enchantment enters, choose Khans or Dragons.<br/>* Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.<br/>* Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Outpost Siege</div><div><div>3</div><div>R</div></div></div><div><div>Enchantment</div><div>As this enchantment enters, choose Khans or Dragons.<br/>* Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.<br/>* Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Outpost Siege</div><div><div>3</div><div>R</div></div></div><div><div>Enchantment</div><div>As this enchantment enters, choose Khans or Dragons.<br/>* Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.<br/>* Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rending Volley</div><div><div>R</div></div></div><div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rending Volley</div><div><div>R</div></div></div><div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Rending Volley</div><div><div>R</div></div></div><div><div>Instant</div><div>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div><div>Roast</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Roast deals 5 damage to target creature without flying.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Roast</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Roast deals 5 damage to target creature without flying.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     | <div><div><div>Roast</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Roast deals 5 damage to target creature without flying.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     |

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| <div> <div>Roast</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Roast deals 5 damage to target creature without flying.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sarkhan, the Dragonspeaker</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Legendary Planeswalker -- Sarkhan</div> <div>[+1]: Until end of turn, Sarkhan becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.)</div> <div>[-3]: Sarkhan deals 4 damage to target creature.</div> <div>[-6]: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand."</div> <div>[sideboard]</div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sarkhan, the Dragonspeaker</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Legendary Planeswalker -- Sarkhan</div> <div>[+1]: Until end of turn, Sarkhan becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.)</div> <div>[-3]: Sarkhan deals 4 damage to target creature.</div> <div>[-6]: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand."</div> <div>[sideboard]</div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - hopkins23 - Standard (Standard Daily Swiss)

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