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| <div> <div>Blackcleave Cliffs</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                  | <div> <div>Blackcleave Cliffs</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                  | <div> <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div> <p>({T}: Add {B} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                 | <div> <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div> <p>({T}: Add {B} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                         |
| <div> <div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Borborygmus Enraged 4RRGG</div> <div> <div>Legendary Creature -- Cyclops</div> <div> <div>Trample</div> <p>Whenever Borborygmus Enraged deals combat damage to a player, reveal the top three cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</p> <p>Discard a land card: Borborygmus Enraged deals 3 damage to any target.</p> </div> <div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <b>Borborygmios Enraged</b> (4)(R)(R)(G)(G)<br>Legendary Creature -- Cyclops<br>Trample<br>Whenever Borborygmios Enraged deals combat damage to a player, reveal the top three cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.<br>Discard a land card: Borborygmios Enraged deals 3 damage to any target.<br><div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Desperate Ritual</b> (1)(R)<br>Instant -- Arcane<br>Add {R}{R}{R}.<br>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Desperate Ritual</b> (1)(R)<br>Instant -- Arcane<br>Add {R}{R}{R}.<br>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faithless Looting</b> (R)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                      |
| <b>Faithless Looting</b> (R)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                            | <b>Faithless Looting</b> (R)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                           | <b>Faithless Looting</b> (R)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                           | <b>Goryo's Vengeance</b> (1)(B)<br>Instant -- Arcane<br>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.<br>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

## Goryo 's Vengeance

1 B

Instant -- Arcane

Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.

Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goryo 's Vengeance

1 B

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Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.

Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Goryo 's Vengeance

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Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.

Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Griselbrand

4 B B B B

Legendary Creature -- Demon

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Griselbrand

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Grisebrand

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Legendary Creature -- Demon

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Izzet Charm

U R

Instant

```
Choose one --
* Counter target noncreature spell
unless its controller pays {2}.
* Izzet Charm deals 2 damage to
target creature.
* Draw two cards, then discard two
cards.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - prowler66 - Modern (Modern 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 3/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                         |
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| <div><div><div>Izzet Charm</div><div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target noncreature spell unless its controller pays {2}.<br/>* Izzet Charm deals 2 damage to target creature.<br/>* Draw two cards, then discard two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Izzet Charm</div><div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target noncreature spell unless its controller pays {2}.<br/>* Izzet Charm deals 2 damage to target creature.<br/>* Draw two cards, then discard two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Izzet Charm</div><div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target noncreature spell unless its controller pays {2}.<br/>* Izzet Charm deals 2 damage to target creature.<br/>* Draw two cards, then discard two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Manamorphose</div><div><div>1</div><div>R/G</div></div></div><div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                       | <div><div><div>Night's Whisper</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>You draw two cards and lose 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                 | <div><div><div>Night's Whisper</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>You draw two cards and lose 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                 | <div><div><div>Night's Whisper</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>You draw two cards and lose 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        |

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| <div><div><div>Night's Whisper</div><div><div>1</div><div>B</div></div></div><div>Sorcery</div><div>You draw two cards and lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div><div>Instant -- Arcane</div><div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div><div>Instant -- Arcane</div><div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div><div>Instant -- Arcane</div><div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div><div>Instant -- Arcane</div><div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Noxious Revival</div><div><div>GP</div></div></div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Polluted Delta</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Polluted Delta</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

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

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Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Temple of Malice</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div>Temple of Malice</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div>Temple of Malice</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                              | <div>Through the Breach4R</div> <div>Instant -- Arcane</div> <div>You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice that creature at the beginning of the next end step.<br/>Splice onto Arcane {2}{R}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Through the Breach4R</div> <div>Instant -- Arcane</div> <div>You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice that creature at the beginning of the next end step.<br/>Splice onto Arcane {2}{R}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Through the Breach4R</div> <div>Instant -- Arcane</div> <div>You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice that creature at the beginning of the next end step.<br/>Splice onto Arcane {2}{R}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Through the Breach4R</div> <div>Instant -- Arcane</div> <div>You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice that creature at the beginning of the next end step.<br/>Splice onto Arcane {2}{R}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                 |

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| <b>Worldspine Wurm</b> (8)(G)(G)(G)<br>Creature -- Wurm<br>Trample<br>When this creature dies, create three 5/5 green Wurm creature tokens with trample.<br>When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.<br><div>15/15</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Worldspine Wurm</b> (8)(G)(G)(G)<br>Creature -- Wurm<br>Trample<br>When this creature dies, create three 5/5 green Wurm creature tokens with trample.<br>When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.<br><div>15/15</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Worldspine Wurm</b> (8)(G)(G)(G)<br>Creature -- Wurm<br>Trample<br>When this creature dies, create three 5/5 green Wurm creature tokens with trample.<br>When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.<br><div>15/15</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Worldspine Wurm</b> (8)(G)(G)(G)<br>Creature -- Wurm<br>Trample<br>When this creature dies, create three 5/5 green Wurm creature tokens with trample.<br>When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.<br><div>15/15</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Boseiju, Who Shelters All</b><br>Legendary Land<br>Boseiju enters tapped.<br>{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                 | <b>Inquisition of Kozilek</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 | <b>Inquisition of Kozilek</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 | <b>Inquisition of Kozilek</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 |



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| <div><div>Lightning Axe</div><div><div>R</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Axe</div><div><div>R</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Axe</div><div><div>R</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           |
| <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div><div>Spellskite</div><div><div>2</div></div></div> <div>Artifact Creature -- Phyrexian Horror</div> <div>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spellskite</div><div><div>2</div></div></div> <div>Artifact Creature -- Phyrexian Horror</div> <div>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Thoughtseize

(B)

### Sorcery

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Playtest cards - prowler66 - Modern (Modern 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 - 1 cards - 2.5 x 3.5 in each