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| <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Atarka's Command</div><div><div>R</div><div>G</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Barbarian Ring</div></div> <div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you.<br/>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        | <div><div>Barbarian Ring</div></div> <div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you.<br/>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        | <div><div>Barbarian Ring</div></div> <div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you.<br/>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        | <div><div>Barbarian Ring</div></div> <div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you.<br/>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        |

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| <div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                          | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                          |
| <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Copperline Gorge</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Klothys, God of Destiny ①②③</div><div>Legendary Enchantment Creature -- God</div><div>Indestructible<br/>As long as your devotion to red and green is less than seven, Klothys isn't a creature.<br/>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Klothys, God of Destiny ①②③</div><div>Legendary Enchantment Creature -- God</div><div>Indestructible<br/>As long as your devotion to red and green is less than seven, Klothys isn't a creature.<br/>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Playtest cards - sgcyrus - Modern (Modern League) 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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| <div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                    | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                    | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                    |

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| <div><div>Play with Fire</div><div>R</div></div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, 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>Play with Fire</div><div>R</div></div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, 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>Play with Fire</div><div>R</div></div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, 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>Play with Fire</div><div>R</div></div> <div>Instant</div> <div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, 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>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <div><div>Searing Blaze</div><div>R</div><div>R</div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Searing Blaze</div><div>R</div><div>R</div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Searing Blaze</div><div><div></div><div></div></div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Searing Blaze</div><div><div></div><div></div></div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Skewer the Critics</div><div><div></div><div></div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Skewer the Critics</div><div><div></div><div></div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Skewer the Critics</div><div><div></div><div></div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Skewer the Critics</div><div><div></div><div></div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Skullcrack</div><div><div></div><div></div></div></div> <div>Instant</div> <div>Players can't gain life this turn.<br/>Damage can't be prevented this turn.<br/>Skullcrack deals 3 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Skullcrack</div><div><div></div><div></div></div></div> <div>Instant</div> <div>Players can't gain life this turn.<br/>Damage can't be prevented this turn.<br/>Skullcrack deals 3 damage to target player or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |

① R

Players can't gain life this turn.  
Damage can't be prevented this turn.  
Skullcrack deals 3 damage to target  
player or planeswalker.

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① R

Players can't gain life this turn.  
Damage can't be prevented this turn.  
Skullcrack deals 3 damage to target  
player or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②R

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flying, haste  
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1/2

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① R

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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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**1/2**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>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>Destructive Revelry (R)(G)</div> <div>Instant</div> <div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Destructive Revelry (R)(G)</div> <div>Instant</div> <div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Destructive Revelry (R)(G)</div> <div>Instant</div> <div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Destructive Revelry (R)(G)</div> <div>Instant</div> <div>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Klothys, God of Destiny</div><div><div>1</div><div>R</div><div>G</div></div></div><div>Legendary Enchantment Creature -- God</div><div>Indestructible<br/>As long as your devotion to red and green is less than seven, Klothys isn't a creature.<br/>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</div><div>[sideboard]</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Obsidian Charmaw</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Obsidian Charmaw</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Obsidian Charmaw</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |
| <div><div><div>Obsidian Charmaw</div><div><div>3</div><div>R</div><div>R</div></div></div><div>Creature -- Dragon</div><div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.<br/>Flying<br/>When this creature enters, destroy target nonbasic land an opponent controls.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Rough</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Tumble</div><div><div>5</div><div>R</div></div></div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Rough</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Rough deals 2 damage to each creature without flying.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Tumble</div><div><div>5</div><div>R</div></div></div><div>Sorcery</div><div>Tumble deals 6 damage to each creature with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Veil of Summer</div><div><div>G</div></div></div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Veil of Summer</b> <span>6</span> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Veil of Summer</b> <span>6</span> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Veil of Summer</b> <span>6</span> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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Playtest cards - sgcyrus - Modern (Modern League)

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