

Archangel of Wrath 2W <hr/> Creature -- Angel <hr/> Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.) Flying, lifelink When this creature enters, if it was kicked, it deals 2 damage to any target. When this creature enters, if it was kicked twice, it deals 2 damage to any target. <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Archangel of Wrath 2W <hr/> Creature -- Angel <hr/> Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.) Flying, lifelink When this creature enters, if it was kicked, it deals 2 damage to any target. When this creature enters, if it was kicked twice, it deals 2 damage to any target. <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Archangel of Wrath 2W <hr/> Creature -- Angel <hr/> Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.) Flying, lifelink When this creature enters, if it was kicked, it deals 2 damage to any target. When this creature enters, if it was kicked twice, it deals 2 damage to any target. <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Archangel of Wrath 2W <hr/> Creature -- Angel <hr/> Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.) Flying, lifelink When this creature enters, if it was kicked, it deals 2 damage to any target. When this creature enters, if it was kicked twice, it deals 2 damage to any target. <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Atraxa, Grand Unifier 3GWUB <hr/> Legendary Creature -- Phyrexian Angel <hr/> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Atraxa, Grand Unifier 3GWUB <hr/> Legendary Creature -- Phyrexian Angel <hr/> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Atraxa, Grand Unifier 3GWUB <hr/> Legendary Creature -- Phyrexian Angel <hr/> Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Boseiju, Who Endures <hr/> Legendary Land <hr/> {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Depopulate</div><div>2WW</div><div>Sorcery</div><div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Depopulate</div><div>2WW</div><div>Sorcery</div><div>Each player who controls a multicolored creature draws a card. Then destroy all creatures.</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>

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Long Goodbye</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div></div> <div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div></div> <div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div></div> <div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Spara's Headquarters</div> <div>Land -- Forest Plains Island</div> <div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spelunking</div> <div>Enchantment</div> <div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spelunking</div> <div>Enchantment</div> <div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spelunking</div> <div>Enchantment</div> <div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Sunfall</div> <div>3WW</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sunfall</div> <div>3WW</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sunfall</div> <div>3WW</div> <div>Sorcery</div> <div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Topiary Stomper</div> <div>1GG</div> <div>Creature -- Plant Dinosaur</div> <div>Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Topiary Stomper</div> <div>1GG</div> <div>Creature -- Plant Dinosaur</div> <div>Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Topiary Stomper</div> <div>1GG</div> <div>Creature -- Plant Dinosaur</div> <div>Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Topiary Stomper</div> <div>1GG</div> <div>Creature -- Plant Dinosaur</div> <div>Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

([T]: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

([T]: Add [B], [R], or [G].)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

(**{T}**: Add **{B}**, **{R}**, or **{G}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Host Seedshark (2)(U)

Creature -- Phyrexian Shark

Flying
Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Host Seedshark (2)(U)

Creature -- Phyrexian Shark

Flying
Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hullbreaker Horror (5)(U)(U)

Creature -- Kraken Horror

```
Flash
This spell can't be countered.
Whenever you cast a spell, choose up
to one --
* Return target spell you don't
control to its owner's hand.
* Return target nonland permanent to
its owner's hand.
```

[sidebar]

7/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate (1) (U)

Instant

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nissa, Ascended Animist</div><div><div>3</div><div>G</div><div>G</div><div>GP</div><div>GP</div></div></div><div><div>Legendary Planeswalker -- Nissa</div><div>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Temporary Lockdown</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - Mah_Quintanilha - Standard (Standard Challenge 32)

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