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| <div><div>Big Score</div><div><div>3</div><div>R</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Big Score</div><div><div>3</div><div>R</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Big Score</div><div><div>3</div><div>R</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Burning Prophet</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div><div>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</div></div> <div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Burning Prophet</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div><div>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</div></div> <div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          | <div><div>Burning Prophet</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div><div>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</div></div> <div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          | <div><div>Burning Prophet</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Human Wizard</div><div>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</div></div> <div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          | <div><div>Geothermal Crevice</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          |

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| <p><b>Geothermal Crevice</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                               | <p><b>Geothermal Crevice</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                               | <p><b>Glimpse the Impossible</b> (2)(R)</p> <p>Sorcery</p> <p>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Glimpse the Impossible</b> (2)(R)</p> <p>Sorcery</p> <p>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Glimpse the Impossible</b> (2)(R)</p> <p>Sorcery</p> <p>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Glimpse the Impossible</b> (2)(R)</p> <p>Sorcery</p> <p>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Goblin Anarchomancer</b> (R)(G)</p> <p>Creature -- Goblin Shaman</p> <p>Each spell you cast that's red or green costs {1} less to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                           | <p><b>Goblin Anarchomancer</b> (R)(G)</p> <p>Creature -- Goblin Shaman</p> <p>Each spell you cast that's red or green costs {1} less to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                           |

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| <div><div><div>Goblin Anarchomancer</div><div><div>R</div><div>G</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Each spell you cast that's red or green costs {1} less to cast.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Goblin Anarchomancer</div><div><div>R</div><div>G</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Each spell you cast that's red or green costs {1} less to cast.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                     | <div><div><div>Guttersnipe</div><div><div>2</div><div>R</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                | <div><div><div>Guttersnipe</div><div><div>2</div><div>R</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                |
| <div><div><div>Guttersnipe</div><div><div>2</div><div>R</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.</div><div><div>2/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hickory Woodlot</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it.<br/>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hickory Woodlot</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it.<br/>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hickory Woodlot</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it.<br/>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Hickory Woodlot</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lotus Petal</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Add one mana of any color.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Lotus Petal</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Add one mana of any color.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Lotus Petal</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Add one mana of any color.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |
| <div><div><div>Lotus Petal</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Add one mana of any color.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                              | <div><div><div>Manamorphose</div><div>Instant</div><div><p>Add two mana in any combination of colors.<br/>Draw a card.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Manamorphose</div><div>Instant</div><div><p>Add two mana in any combination of colors.<br/>Draw a card.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Manamorphose</div><div>Instant</div><div><p>Add two mana in any combination of colors.<br/>Draw a card.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                 | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                 | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                 |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                       | <div><div><div>Reckless Impulse</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Reckless Impulse</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Reckless Impulse</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

## Reckless Impulse

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## Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rite of Flame

®

## Sorcery

Add  $\{R\}\{R\}$ , then add  $\{R\}$  for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rite of Flame

®

## Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rite of Flame

®

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rite of Flame

®

## Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sandstone Needle

Land

This land enters tapped with two depletion counters on it.  
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sandstone Needle

Land

This land enters tapped with two depletion counters on it.  
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sandstone Needle

Land

This land enters tapped with two depletion counters on it.  
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

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| <div><div>Sandstone Needle</div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seething Song</div><div>Instant</div><div>Add {R}{R}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Seething Song</div><div>Instant</div><div>Add {R}{R}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Seething Song</div><div>Instant</div><div>Add {R}{R}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       |
| <div><div>Seething Song</div><div>Instant</div><div>Add {R}{R}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Thornscape Familiar</div><div>Creature -- Insect</div><div>Red spells and white spells you cast cost {1} less to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thornscape Familiar</div><div>Creature -- Insect</div><div>Red spells and white spells you cast cost {1} less to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thornscape Familiar</div><div>Creature -- Insect</div><div>Red spells and white spells you cast cost {1} less to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        | <div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                        |
| <div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div> <div>Instant</div> <div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div> <div>Instant</div> <div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div> <div>Instant</div> <div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Apostle's Blessing</div><div><div>1</div><div>WP</div></div></div> <div>Instant</div> <div><div>({W/P} can be paid with either {W} or 2 life.)</div><div>Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Flaring Pain</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Damage can't be prevented this turn.<br/>Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         |
| <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                       | <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Weather the Storm</div><div><div>1</div><div>G</div></div></div><div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</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>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - zentiic - Pauper (Pauper 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