

① ② R

Choose one --

- \* Destroy target artifact.

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①R

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```
* Destroy target artifact.
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## Land

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## Land

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## Land

**{T}**: Add {W} or {U}. This land deals 1 damage to you.

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②③

Enchantment -- Class

Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.

$\{W\}$ : Level 2

$\{3\}\{W\}$ : Level 3

Creature tokens you control get +2/+2.

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②③

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$\{W\}$ : Level 2

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| <div><div>Caretaker's Talent</div><div><div>2</div><div>W</div></div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.<br/>{W}: Level 2<br/>When this Class becomes level 2, create a token that's a copy of target token you control.<br/>{3}{W}: Level 3<br/>Creature tokens you control get +2/+2.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Chrome Host Seedshark</div><div><div>2</div><div>U</div></div></div> <div>Creature -- Phyrexian Shark</div> <div>Flying<br/>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.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Chrome Host Seedshark</div><div><div>2</div><div>U</div></div></div> <div>Creature -- Phyrexian Shark</div> <div>Flying<br/>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.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                        |
| <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                         | <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   | <div><div>Deduce</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   | <div><div>Demolition Field</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Demolition Field

Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. That land's  
controller may search their library  
for a basic land card, put it onto  
the battlefield, then shuffle. You  
may search your library for a basic  
land card, put it onto the  
battlefield, then shuffle.

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## Final Showdown



Instant

Spre (Choose one or more additional costs.)

- + {1} -- All creatures lose all abilities until end of turn.
- + {1} -- Choose a creature you control. It gains indestructible until end of turn.
- + {3}{W}{W} -- Destroy all creatures.

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## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

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## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

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## Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or fewer other lands.  
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## Inspiring Vantage

Land

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{T}: Add {R} or {W}.

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Playtest cards - Feitosa - 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 3/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                   |                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
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| <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>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <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>Jace, the Perfected Mind2UUP</div><div>Legendary Planeswalker -- Jace</div><div>Completed (U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Jace, the Perfected Mind2UUP</div><div>Legendary Planeswalker -- Jace</div><div>Completed (U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning HelixRW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                     |

**R W**

Lightning Helix deals 3 damage to any target and you gain 3 life.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## WU

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2UR

Whenever you cast a noncreature spell, put a loyalty counter on Rai.  
 [+1]: Create a 1/1 blue and red Otter creature token with prowess.  
 [-3]: Draw three cards, then discard two cards.  
 [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."  
 (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)

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L 4

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| <div><div>Ral, Crackling Wit (2)(U)(R)</div><div>Legendary Planeswalker -- Ral</div><div>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/>[-3]: Draw three cards, then discard two cards.<br/>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ral, Crackling Wit (2)(U)(R)</div><div>Legendary Planeswalker -- Ral</div><div>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/>[-3]: Draw three cards, then discard two cards.<br/>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Sunfall<div>3WW</div></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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Sunfall<div>3WW</div></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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sunfall<div>3WW</div></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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Teferi, Temporal Pilgrim<div>3UU</div></div><div>Legendary Planeswalker -- Teferi</div><div>Whenever you draw a card, put a loyalty counter on Teferi.<br/>[0]: Draw a card.<br/>[-2]: Create a 2/2 blue Spirit creature token with vigilance and "Whenever you draw a card, put a +1/+1 counter on this token."<br/>[-12]: Target opponent chooses a permanent they control and returns it to its owner's hand. Then they shuffle each nonland permanent they control into its owner's library.</div><div>L 4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Three Steps Ahead<div>U</div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  |

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| <div> <div>Three Steps Ahead</div> <div>U</div> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Abrade</div> <div>1R</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Abrade deals 3 damage to target creature.</p> <p>* Destroy target artifact.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                         | <div> <div>Destroy Evil</div> <div>1W</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Destroy target creature with toughness 4 or greater.</p> <p>* Destroy target enchantment.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                      | <div> <div>Dust Animus</div> <div>1W</div> </div> <div>Creature -- Spirit</div> <div> <p>Flying</p> <p>If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.</p> <p>Plot {1}{W} (You may pay {1}{W} 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.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>  | <div> <div>Dust Animus</div> <div>1W</div> </div> <div>Creature -- Spirit</div> <div> <p>Flying</p> <p>If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.</p> <p>Plot {1}{W} (You may pay {1}{W} 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.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>  |

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| <p><b>Jace, the Perfected Mind</b> (2)(U)(UP)</p> <p>Legendary Planeswalker -- Jace</p> <p>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Until your next turn, up to one target creature gets -3/-0.</p> <p>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</p> <p>[-X]: Target player mills three times X cards.</p> <p>[sideboard]</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Loran of the Third Path</b> (2)(W)</p> <p>Legendary Creature -- Human Artificer</p> <p>Vigilance</p> <p>When Loran enters, destroy up to one target artifact or enchantment.</p> <p>{T}: You and target opponent each draw a card.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                 | <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                      | <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                      |
| <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <p><b>Requisition Raid</b> (W)</p> <p>Sorcery</p> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1} -- Destroy target artifact.</p> <p>+ {1} -- Destroy target enchantment.</p> <p>+ {1} -- Put a +1/+1 counter on each creature target player controls.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Skrelv's Hive</b> (1)(W)</p> <p>Enchantment</p> <p>At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."</p> <p>Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

# Playtest cards - Feitosa - 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 9/10 - 8 cards - 2.5 x 3.5 in each

## Temporary Lockdown (1)(W)(W)

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

Flash  
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

Flash  
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Feitosa - 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