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| <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><b>Barbarian Ring</b></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Chain Lightning</b>Ⓜ</div><div>Sorcery</div><div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Chain Lightning</b>Ⓜ</div><div>Sorcery</div><div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Chain Lightning</b>Ⓜ</div><div>Sorcery</div><div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Chain Lightning</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Eidolon of the Great Revel</div><div><div>R</div><div>R</div></div></div> <div>Enchantment Creature -- Spirit</div> <div>Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div><div>Eidolon of the Great Revel</div><div><div>R</div><div>R</div></div></div> <div>Enchantment Creature -- Spirit</div> <div>Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Eidolon of the Great Revel</div><div><div>R</div><div>R</div></div></div> <div>Enchantment Creature -- Spirit</div> <div>Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Eidolon of the Great Revel</div><div><div>R</div><div>R</div></div></div> <div>Enchantment Creature -- Spirit</div> <div>Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div>Exquisite Firecraft</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Exquisite Firecraft deals 4 damage to any target.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fireblast</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div><div>Fireblast</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 |

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| <div><div><div>Fireblast</div><div><div>4</div><div>R</div><div>R</div></div></div><div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fireblast</div><div><div>4</div><div>R</div><div>R</div></div></div><div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lava Spike</div><div><div>R</div></div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lava Spike</div><div><div>R</div></div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lava Spike</div><div><div>R</div></div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Lava Spike</div><div><div>R</div></div></div><div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      |

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Price of Progress<div>1R</div></div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Price of Progress<div>1R</div></div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |
| <div><div>Price of Progress<div>1R</div></div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Vista</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: 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></div> | <div><div>Rift Bolt<div>2R</div></div><div>Sorcery</div><div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--<b>{R}</b> (Rather than cast this card from your hand, you may pay <b>{R}</b> and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rift Bolt<div>2R</div></div><div>Sorcery</div><div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--<b>{R}</b> (Rather than cast this card from your hand, you may pay <b>{R}</b> and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Rift Bolt</div> <div>2R</div> </div> <div>Sorcery</div> <div> <p>Rift Bolt deals 3 damage to any target.</p> <p>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rift Bolt</div> <div>2R</div> </div> <div>Sorcery</div> <div> <p>Rift Bolt deals 3 damage to any target.</p> <p>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     | <div> <div>Scalding Tarn</div> <div></div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    | <div> <div>Scalding Tarn</div> <div></div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                    |
| <div> <div>Skewer the Critics</div> <div>2R</div> </div> <div>Sorcery</div> <div> <p>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)</p> <p>Skewer the Critics deals 3 damage to any target.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                      | <div> <div>Slickshot Show-Off</div> <div>1R</div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Slickshot Show-Off</div> <div>1R</div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Slickshot Show-Off</div> <div>1R</div> </div> <div>Creature -- Bird Wizard</div> <div> <p>Flying, haste</p> <p>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</p> <p>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.)</p> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Slickshot Show-Off</b> (1)(R)<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>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.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Soul-Scar Mage</b> (R)<br>Creature -- Human Wizard<br>Prowess<br>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  |
| <b>Ensnaring Bridge</b> (3)<br>Artifact<br>Creatures with power greater than the number of cards in your hand can't attack.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                            | <b>Ensnaring Bridge</b> (3)<br>Artifact<br>Creatures with power greater than the number of cards in your hand can't attack.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                           | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Grafdigger's Cage</b> (1)<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                   | <b>Pyroblast</b> (R)<br>Instant<br>Choose one --<br>* Counter target spell if it's blue.<br>* Destroy target permanent if it's blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                             |
| <b>Pyroblast</b> (R)<br>Instant<br>Choose one --<br>* Counter target spell if it's blue.<br>* Destroy target permanent if it's blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                     | <b>Red Elemental Blast</b> (R)<br>Instant<br>Choose one --<br>* Counter target blue spell.<br>* Destroy target blue permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                           | <b>Roiling Vortex</b> (1)(R)<br>Enchantment<br>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br>{R}: Your opponents can't gain life this turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Roiling Vortex</b> (1)(R)<br>Enchantment<br>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br>{R}: Your opponents can't gain life this turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

**Playtest cards - GuiBonella - Legacy (Legacy League)**

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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>Roiling Vortex</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.</p> <p>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.</p> <p>{R}: Your opponents can't gain life this turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Smash to Smithereens</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Smash to Smithereens</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - GuiBonella - Legacy (Legacy 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