

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	All Is Dust 7 Kindred Sorcery -- Eldrazi Each player sacrifices all permanents they control that are one or more colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basalt Monolith 3 Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning of Xinye 4 R R Sorcery You destroy four lands you control, then target opponent destroys four lands they control. Then Burning of Xinye deals 4 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Capture of Jingzhou 3 U U Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chandra, Flamecaller 4R Legendary Planeswalker -- Chandra [+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step. [0]: Discard all the cards in your hand, then draw that many cards plus one. [-X]: Chandra deals X damage to each creature. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Torch of Defiance 2RR Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinder Glade Land -- Mountain Forest ([T]: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. [T]: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Coalition Relic 3 Artifact {T}: Add one mana of any color. [T]: Put a charge counter on this artifact. At the beginning of your first main phase, remove all charge counters from this artifact. Add one mana of any color for each charge counter removed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coldsteel Heart 2 Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. [T]: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land [T]: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Vein Land [T]: Add {C}. [T], Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cultivate (2)(G) Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cyclonic Rift (1)(U) Instant Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dack Fayden (1)(U)(R) Legendary Planeswalker -- Dack [+1]: Target player draws two cards, then discards two cards. [-2]: Gain control of target artifact. [-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devastation (5)(R)(R) Sorcery Destroy all creatures and lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonlord Atarka (5)(R)(G) Legendary Creature -- Elder Dragon Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek (1)(G) Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fellwar Stone (2) Artifact {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Confluence (2)(R)(R) Sorcery Choose three. You may choose the same mode more than once. * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontier Siege Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of each of your main phases, add {G}{G}. * Dragons -- Whenever a creature you control with flying enters, you may have it fight target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frost Titan Creature -- Giant Whenever this creature becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {2}. Whenever this creature enters or attacks, tap target permanent. It doesn't untap during its controller's next untap step. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Monolith Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gruul Signet Artifact {1}, {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
High Market Land {T}: Add {C}. {T}, Sacrifice a creature: You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Homeward Path Land {T}: Add {C}. {T}: Each player gains control of all creatures they own. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inferno Titan Creature -- Giant {R}: This creature gets +1/+0 until end of turn. Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Izzet Charm

U R

Instant

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Choose one --
* Counter target noncreature spell
  unless its controller pays {2}.
* Izzet Charm deals 2 damage to
  target creature.
* Draw two cards, then discard two
  cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Izzet Signet

②

Artifact

 $\{1\}, \{T\}: \text{Add } \{U\}\{R\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, the Mind Sculptor (2)(U)(U)

2 U U

Legendary Planeswalker -- Jace

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[+2]: Look at the top card of target
player's library. You may put that
card on the bottom of that player's
library.
[0]: Draw three cards, then put two
cards from your hand on top of your
library in any order.
[-1]: Return target creature to its
owner's hand.
[-12]: Exile all cards from target
player's library, then that player
shuffles their hand into their
library.
```

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Joku Lhaups

④ R R

Sorcerv

Destroy all artifacts, creatures,
and lands. They can't be
regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karpłusan Forest

Land

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{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keranos, God of Storms (3)(U)(R) Legendary Enchantment Creature -- God Indestructible As long as your devotion to blue and red is less than seven, Keranos isn't a creature. Reveal the first card you draw on each of your turns. Whenever you reveal a land card this way, draw a card. Whenever you reveal a nonland card this way, Keranos deals 3 damage to any target. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kessig Wolf Run Land {T}: Add {C}. {X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kodama's Reach (2)(G) Sorcery -- Arcane Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion's Eye Diamond (0) Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lotus Bloom Artifact Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters 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.) {T}, Sacrifice this artifact: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Stone (2) Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Confluence

3 U U

Instant

Choose three. You may choose the same mode more than once.

- * Counter target spell unless its controller pays {3}.
- * Return target creature to its owner's hand.
- * Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Lore

① ⑥

Sorcery

Search your library for a Forest card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Part the Waterveil

4 U U

Sorcery

Take an extra turn after this one.
Exile Part the Watervell.
Awaken 6--{6}{U}{U} (If you cast
this spell for {6}{U}{U}, also
put six +1/+1 counters on target
land you control and it becomes a
0/0 Elemental creature with haste.
It's still a land.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primeval Titan

4 G G

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Lens

②

Artifact

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{T}: Add {C}.
{1}, {T}: Add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sakura-Tribe Elder Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search for Tomorrow Sorcery Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simic Signet Artifact {1}, {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyshroud Claim Sorcery Search your library for up to two Forest cards, put them onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slagstorm Sorcery Choose one -- * Slagstorm deals 3 damage to each creature. * Slagstorm deals 3 damage to each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sweltering Suns Sorcery Sweltering Suns deals 3 damage to each creature. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taiga Land -- Mountain Forest ({T}: Add {R} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Talisman of Impulse Artifact ({T}: Add {C}.) ({T}: Add {R} or {G}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of the False God Land ({T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporal Manipulation Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporal Mastery Sorcery Take an extra turn after this one. Exile Temporal Mastery. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Dynamo 4 Artifact {T}: Add {C}{C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Visits 16 Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Spiral 4UU Sorcery Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Warp 3UU Sorcery Target player takes an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Titania, Protector of Argoth 366 Legendary Creature -- Elemental When Titania enters, return target land card from your graveyard to the battlefield. Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ({T}: Add {G} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ugin, the Spirit Dragon 8 Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Upheaval 4UU Sorcery Return all permanents to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - theshunned12 - Commander (1v1 Commander Challenge)

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 11/13 - 8 cards - 2.5 x 3.5 in each

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U U

Sorcery

Buyback--Sacrifice three Islands.
(You may sacrifice three Islands in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.)
Target player takes an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

Sorcery

Each player sacrifices four lands of their choice. Wildfire deals 4 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 G

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell, exile
target artifact, enchantment, or
land.
Reach
{2}{C}, Sacrifice a land: Return
this card from your graveyard to
your hand. ({C} represents colorless
mana.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 12/13 - 8 cards - 2.5 x 3.5 in each

Worn Powerstone ③ Artifact This artifact enters tapped. {T}: Add {C}{C}. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmcoil Engine ⑥ Artifact Creature -- Phyrexian Wurm Deathtouch, lifelink When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maelstrom Wanderer ⑤⑥④③ Legendary Creature -- Elemental Creatures you control have haste. Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.) [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 13/13 - 4 cards - 2.5 x 3.5 in each