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| <b>Ancient Stirrings</b> ⑥<br><b>Sorcery</b><br><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                | <b>Ancient Stirrings</b> ⑥<br><b>Sorcery</b><br><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                | <b>Ancient Stirrings</b> ⑥<br><b>Sorcery</b><br><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                 | <b>Ancient Stirrings</b> ⑥<br><b>Sorcery</b><br><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                 |
| <b>Animation Module</b> ①<br><b>Artifact</b><br><p>Whenever one or more +1/+1 counters are put on a permanent you control, you may pay {1}. If you do, create a 1/1 colorless Servo artifact creature token.<br/>{3}, {T}: Choose a counter on target permanent or player. Give that permanent or player another counter of that kind.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Animation Module</b> ①<br><b>Artifact</b><br><p>Whenever one or more +1/+1 counters are put on a permanent you control, you may pay {1}. If you do, create a 1/1 colorless Servo artifact creature token.<br/>{3}, {T}: Choose a counter on target permanent or player. Give that permanent or player another counter of that kind.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arcbound Ravager</b> ②<br><b>Artifact Creature -- Beast</b><br><p>Sacrifice an artifact: Put a +1/+1 counter on this creature.<br/>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Arcbound Ravager</b> ②<br><b>Artifact Creature -- Beast</b><br><p>Sacrifice an artifact: Put a +1/+1 counter on this creature.<br/>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

②

Sacrifice an artifact: Put a +1/+1 counter on this creature.

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Sacrifice an artifact: Put a +1/+1 counter on this creature.

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

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①

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

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Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

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## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             |
| <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><b>Hangarback Walker</b><div>X</div><div>X</div></div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it.<br/>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br/>{1}, {T}: Put a +1/+1 counter on this creature.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Hangarback Walker</b><div>X</div><div>X</div></div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it.<br/>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br/>{1}, {T}: Put a +1/+1 counter on this creature.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Hangarback Walker</b><div>X</div><div>X</div></div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it.<br/>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br/>{1}, {T}: Put a +1/+1 counter on this creature.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Hangarback Walker <div> <div>X</div> <div>X</div> </div> </div> <div> Artifact Creature -- Construct </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Hardened Scales <div>G</div> </div> <div> Enchantment </div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                             | <div> <div> Hardened Scales <div>G</div> </div> <div> Enchantment </div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                             | <div> <div> Hardened Scales <div>G</div> </div> <div> Enchantment </div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                             |
| <div> <div> Hardened Scales <div>G</div> </div> <div> Enchantment </div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                  | <div> <div> Inkmoth Nexus </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Inkmoth Nexus </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Inkmoth Nexus </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <div>Inkmoth Nexus</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                  | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                  | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                  |
| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                     | <div>Metallic Mimic ②</div> <div>Artifact Creature -- Shapeshifter</div> <div>As this creature enters, choose a creature type.<br/>This creature is the chosen type in addition to its other types.<br/>Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Metallic Mimic ②</div> <div>Artifact Creature -- Shapeshifter</div> <div>As this creature enters, choose a creature type.<br/>This creature is the chosen type in addition to its other types.<br/>Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Metallic Mimic ②</div> <div>Artifact Creature -- Shapeshifter</div> <div>As this creature enters, choose a creature type.<br/>This creature is the chosen type in addition to its other types.<br/>Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(<b>{T}</b>): Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Pendelhaven</div><div>Legendary Land</div><div><b>{T}</b>: Add {G}.<br/><b>{T}</b>: Target 1/1 creature gets +1/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Phyrexia's Core</div><div>Land</div><div><b>{T}</b>: Add {C}.<br/>{1}, {T}, Sacrifice an artifact: You gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>(<b>{T}</b>): Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Spellskite</div><div>Artifact Creature -- Phyrexian Horror</div><div><b>{U/P}</b>: Change a target of target spell or ability to this creature. (<b>{U/P}</b> can be paid with either {U} or 2 life.)</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Springleaf Drum</div><div>Artifact</div><div><b>{T}</b>, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith.

At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.

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①

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At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.

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At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.

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②

{T}, Sacrifice an artifact:  
Proliferate. (Choose any number of  
permanents and/or players, then give  
each another counter of each kind  
already there.)

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②

{T}, Sacrifice an artifact:  
Proliferate. (Choose any number of  
permanents and/or players, then give  
each another counter of each kind  
already there.)

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## h

Each land is a Swamp in addition to its other land types.

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| <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Damping Sphere (2)</div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <div>Damping Sphere (2)</div> <div>Artifact</div> <div> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</p> <p>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <div>Fatal Push (B)</div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            | <div>Fatal Push (B)</div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            |

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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lurrus of the Dream-Den</div><div>1W/BW/B</div></div> <div>Legendary Creature -- Cat Nightmare</div> <div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Lifelink<br/>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Nature's Claim</div><div>G</div></div> <div>Instant</div> <div>Destroy target artifact or enchantment. Its controller gains 4 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div><div>Nature's Claim</div><div>G</div></div> <div>Instant</div> <div>Destroy target artifact or enchantment. Its controller gains 4 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         |
| <div><div>Nihil Spellbomb</div><div>1</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   | <div><div>Nihil Spellbomb</div><div>1</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                               | <div><div>Pithing Needle</div><div>1</div></div> <div>Artifact</div> <div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seal of Primordium</div><div>1G</div></div> <div>Enchantment</div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Torpor Orb</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>6</div> </div> <div> <div>Instant</div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>6</div> </div> <div> <div>Instant</div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</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 - Parrit - Modern (Modern 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