

**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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## Land

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

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① R

Creature -- Mouse Warrior

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.

2/2

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① R

Creature -- Mouse Warrior

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
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| <b>Emberheart Challenger</b> 1R<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Emberheart Challenger</b> 1R<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heartfire Hero</b> R<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heartfire Hero</b> R<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Heartfire Hero</b> R<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     | <b>Heartfire Hero</b> R<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                |

Playtest cards - L1X0 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                  |
| <div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Manifold Mouse</div><div>Creature -- Mouse Soldier</div><div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manifold Mouse</div><div>Creature -- Mouse Soldier</div><div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Manifold Mouse</b> (1)(R)<br>Creature -- Mouse Soldier<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Manifold Mouse</b> (1)(R)<br>Creature -- Mouse Soldier<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Might of the Meek</b> (R)<br>Instant<br>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br>Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          | <b>Might of the Meek</b> (R)<br>Instant<br>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br>Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          |
| <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                            | <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                            | <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Monstrous Rage</div><div>R</div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage</div><div>R</div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage</div><div>R</div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monstrous Rage</div><div>R</div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</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>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                     | <div>Questing Druid 1G</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast 1R</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Questing Druid 1G</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div>Seek the Beast 1R</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Restless Ridgeline</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {R} or {G}.<br/>{2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land.<br/>Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Rockface Village</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Rockface Village</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                  | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                      | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                |

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| <div><div><div>Screaming Nemesis</div><div>2R</div></div><div>Creature -- Spirit</div><div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Screaming Nemesis</div><div>2R</div></div><div>Creature -- Spirit</div><div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shock</div><div>R</div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div><div>Shock</div><div>R</div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |
| <div><div><div>Shock</div><div>R</div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div><div>Shock</div><div>R</div></div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div><div>Snakeskin Veil</div><div>G</div></div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Snakeskin Veil</div><div>G</div></div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                    | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                    | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                       | <div>Thornspire Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        |
| <div>Innkeeper's Talent①⑥</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Innkeeper's Talent①⑥</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Obliterating Bolt①①R</div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Formation①⑥</div> <div>Instant</div> <div>Choose one --<br/>* Destroy target creature with flying.<br/>* Destroy target enchantment.<br/>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Pawpatch Formation</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div> <b>Pick Your Poison</b> <div> <div>G</div> </div> </div> <div>Sorcery</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Pick Your Poison</b> <div> <div>G</div> </div> </div> <div>Sorcery</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Questing Druid</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <b>Seek the Beast</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <b>Questing Druid</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <b>Seek the Beast</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Scorching Shot</b> <div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Scorching Shot deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div> <b>Scorching Shot</b> <div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Scorching Shot deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div> <b>Snakeskin Veil</b> <div> <div>G</div> </div> </div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                  |

Playtest cards - L1X0 - 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

