

Barkchannel Pathway Land {T}: Add {G}. ---- BACK FACE ---- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkchannel Pathway Land {T}: Add {G}. ---- BACK FACE ---- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkchannel Pathway Land {T}: Add {G}. ---- BACK FACE ---- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkchannel Pathway Land {T}: Add {G}. ---- BACK FACE ---- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Behold the Multiverse ③① Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Binding the Old Gods ②②⑥ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent an opponent controls. II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle. III -- Creatures you control gain deathtouch until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Binding the Old Gods ②②⑥ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent an opponent controls. II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle. III -- Creatures you control gain deathtouch until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Binding the Old Gods ②②⑥ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target nonland permanent an opponent controls. II -- Search your library for a Forest card, put it onto the battlefield tapped, then shuffle. III -- Creatures you control gain deathtouch until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elder Gargaroth3GG Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elder Gargaroth3GG Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elder Gargaroth3GG Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eliminate1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eliminate1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eliminate1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eliminate1B Instant Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esika's Chariot (3)(G) Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot (3)(G) Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinction Event (3)(B) Sorcery Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 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	Heartless Act Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heartless Act Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Heartless Act ①B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Jwari Disruption ①U Instant Counter target spell unless its controller pays {1} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jwari Disruption ①U Instant Counter target spell unless its controller pays {1} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jwari Disruption ①U Instant Counter target spell unless its controller pays {1} . PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mazemind Tome ② Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mazemind Tome Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omen of the Sea (1)(U) Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea (1)(U) Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omen of the Sea (1)(U) Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos, Unchained (2)(B)(G) Legendary Creature -- Zombie Hydra Polukranos enters with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it. {1}{B}{G}: Polukranos fights another target creature. Escape--{4}{B}{G}, Exile six other cards from your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Polukranos, Unchained (2)(B)(G) Legendary Creature -- Zombie Hydra Polukranos enters with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it. {1}{B}{G}: Polukranos fights another target creature. Escape--{4}{B}{G}, Exile six other cards from your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon (5)(U) Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon (5)(U) Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon (5)(U) Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wolfwillow Haven16 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wolfwillow Haven16 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wolfwillow Haven

① ②

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}.
{4}{G}, Sacrifice this Aura: Create
a 2/2 green Wolf creature token.
Activate only during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolfwillow Haven

① ⑥

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}.
{4}{G}, Sacrifice this Aura: Create
a 2/2 green Wolf creature token.
Activate only during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad

3 (W/U) (W/U)

Legendary Creature -- Bird Serpent

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Flying

When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad

③ ④ ⑤

Legendary Creature -- Bird Serpent

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Flying

When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zaqoth Triome

Land - - Swamp Forest Island

(**{T}**: Add **{B}**, **{G}**, or **{U}**.)
This land enters tapped.
Cycling {3} (**{3}**, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zagoth Triome

Land -- Swamp Forest Island

(T}: Add {B}, {G}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zagoth Triome

Land -- Swamp Forest Island

(T}: Add {B}, {G}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zagoth Triome

Land - - Swamp Forest Island

({T}: Add {B}, {G}, or {U}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Poyo del Mal - Standard (Standard 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 10/12 - 8 cards - 2.5 x 3.5 in each

Behold the Multiverse (3)(U) Instant Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cling to Dust (B) Instant Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crippling Fear (2)(B)(B) Sorcery Choose a creature type. Creatures that aren't of the chosen type get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elder Gargaroath (3)(G)(G) Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Nightmare (2)(B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target creature an opponent controls with power 2 or less. II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III -- Exile target opponent's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Nightmare (2)(B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target creature an opponent controls with power 2 or less. II -- Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III -- Exile target opponent's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Poyo_del_Mal - Standard (Standard 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 11/12 - 8 cards - 2.5 x 3.5 in each

Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 26 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 26 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Polukranos, Unchained 2B6 Legendary Creature -- Zombie Hydra Polukranos enters with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it. {1}{B}{G}: Polukranos fights another target creature. Escape--{4}{B}{G}, Exile six other cards from your graveyard. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon 5U Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yorion, Sky Nomad 3W/UW/U Legendary Creature -- Bird Serpent Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

Playtest cards - Poyo_del_Mal - Standard (Standard 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 12/12 - 7 cards - 2.5 x 3.5 in each