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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Archon of Cruelty6BB</div><div>Creature -- Archon</div><div>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        |
| <div><div>Atraxa, Grand Unifier3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Atraxa, Grand Unifier3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Atraxa, Grand Unifier3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Atraxa, Grand Unifier3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |
| <div><div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Emrakul, the Aeons Torn</b> (15)<br><hr/> Legendary Creature -- Eldrazi<br><hr/> This spell can't be countered.<br>When you cast this spell, take an extra turn after this one.<br>Flying, protection from spells that are one or more colors, annihilator 6<br>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Emrakul, the Aeons Torn</b> (15)<br><hr/> Legendary Creature -- Eldrazi<br><hr/> This spell can't be countered.<br>When you cast this spell, take an extra turn after this one.<br>Flying, protection from spells that are one or more colors, annihilator 6<br>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Emrakul, the Aeons Torn</b> (15)<br><hr/> Legendary Creature -- Eldrazi<br><hr/> This spell can't be countered.<br>When you cast this spell, take an extra turn after this one.<br>Flying, protection from spells that are one or more colors, annihilator 6<br>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.<br><div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Flooded Strand</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>    |
| <b>Flusterstorm</b> (U)<br><hr/> Instant<br><hr/> Counter target instant or sorcery spell unless its controller pays {1}.<br>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                     | <b>Flusterstorm</b> (U)<br><hr/> Instant<br><hr/> Counter target instant or sorcery spell unless its controller pays {1}.<br>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                     | <b>Force of Will</b> (3)(U)(U)<br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br>Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                              | <b>Force of Will</b> (3)(U)(U)<br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br>Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Force of Will</div><div><div>3UU</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Force of Will</div><div><div>3UU</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          |
| <div><div>Lotus Petal</div><div><div>0</div></div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                     | <div><div>Lotus Petal</div><div><div>0</div></div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                     | <div><div>Lotus Petal</div><div><div>0</div></div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lotus Petal</div><div><div>0</div></div></div> <div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Omniscience</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div><div>Omniscience</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Ponder</b></div><div>①</div></div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Show and Tell</b></div><div>②①</div></div></div><div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div><div><div><div></div><div><b>Show and Tell</b></div><div>②①</div></div></div><div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div><div><div><div></div><div><b>Show and Tell</b></div><div>②①</div></div></div><div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      |

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| <div><div>Show and Tell</div><div>2U</div></div> <div>Sorcery</div> <div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div><div>Sneak Attack</div><div>3R</div></div> <div>Enchantment</div> <div>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                      | <div><div>Sneak Attack</div><div>3R</div></div> <div>Enchantment</div> <div>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                      | <div><div>Sneak Attack</div><div>3R</div></div> <div>Enchantment</div> <div>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                      |
| <div><div>Sneak Attack</div><div>3R</div></div> <div>Enchantment</div> <div>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>The One Ring</div><div>4</div></div> <div>Legendary Artifact</div> <div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>The One Ring</div><div>4</div></div> <div>Legendary Artifact</div> <div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>The One Ring</div><div>4</div></div> <div>Legendary Artifact</div> <div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                           |
| <div><div>Abrade<div>①②</div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Blue Elemental Blast<div>①</div></div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brotherhood's End<div>①②③</div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory<div>①</div></div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Consign to Memory</div> <div>Instant</div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Defense Grid</div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>         | <div> <div>Defense Grid</div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>         | <div> <div>Grafdigger's Cage</div> <div>Artifact</div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Grafdigger's Cage</div> <div>Artifact</div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                             | <div> <div>Magus of the Moon</div> <div>Creature -- Human Wizard</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Magus of the Moon</div> <div>Creature -- Human Wizard</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Meltdown</div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                            |

Playtest cards - GAMERA135 - Legacy (Legacy League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Choose one --

```
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

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Choose one - -

```
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose one --

- \* Counter target blue spell.
- \* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev