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| <div><div>Cabal Coffers</div><div>Land</div><div>{2}, {T}: Add {B} for each Swamp you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Cabal Coffers</div><div>Land</div><div>{2}, {T}: Add {B} for each Swamp you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Cabal Coffers</div><div>Land</div><div>{2}, {T}: Add {B} for each Swamp you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Cabal Coffers</div><div>Land</div><div>{2}, {T}: Add {B} for each Swamp you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Cling to Dust</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cling to Dust</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cling to Dust</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Damnation</div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Damnation</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy all creatures. They can't be regenerated.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                   | <div> <div>Demolition Field</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Demolition Field</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Demolition Field</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Emrakul, the Promised End</div> <div> <div>13</div> </div> </div> <div> <div>Legendary Creature -- Eldrazi</div> </div> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</p> <p>Flying, trample, protection from instants</p> </div> <div> <div>13/13</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                         | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                         | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                         |

**B**

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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## Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. Each player  
searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

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## Land

{T}: Add {C}.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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searches their library for a basic  
land card, puts it onto the  
battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.

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**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

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| <b>Karn, the Great Creator</b> (4)<br><b>Legendary Planeswalker -- Karn</b><br><p>Activated abilities of artifacts your opponents control can't be activated.<br/> [+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/> [-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>March of Wretched Sorrow</b> (X)(B)<br><b>Instant</b><br><p>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/> March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>March of Wretched Sorrow</b> (X)(B)<br><b>Instant</b><br><p>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/> March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>March of Wretched Sorrow</b> (X)(B)<br><b>Instant</b><br><p>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/> March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                             |
| <b>March of Wretched Sorrow</b> (X)(B)<br><b>Instant</b><br><p>As an additional cost to cast this spell, you may exile any number of black cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/> March of Wretched Sorrow deals X damage to target creature or planeswalker and you gain X life.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                             | <b>Orcish Bowmasters</b> (1)(B)<br><b>Creature -- Orc Archer</b><br><p>Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Orcish Bowmasters</b> (1)(B)<br><b>Creature -- Orc Archer</b><br><p>Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Profane Tutor</b><br><b>Sorcery</b><br><p>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)<br/> Search your library for a card, put that card into your hand, then shuffle.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Profane Tutor</div><div>Sorcery</div><div>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Profane Tutor</div><div>Sorcery</div><div>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sheoldred's Edict1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |
| <div><div>Sheoldred's Edict1B</div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Sheoldred, the Apocalypse2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Sheoldred, the Apocalypse2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Surgical Extraction</div><div>BP</div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div><div>{T}: Add {B}.</div><div>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div><div>{T}: Add {B}.</div><div>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>The Meathook Massacre (X)(B)(B)</div><div>Legendary Enchantment</div><div><div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn.</div><div>Whenever a creature you control dies, each opponent loses 1 life.</div><div>Whenever a creature an opponent controls dies, you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thoughtseize (B)</div><div>Sorcery</div><div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Thoughtseize (B)</div><div>Sorcery</div><div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                         | <div><div><div>Thoughtseize (B)</div><div>Sorcery</div><div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                         | <div><div><div>Thoughtseize (B)</div><div>Sorcery</div><div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                             | <div><div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div><div>Each land is a Swamp in addition to its other land types.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              |

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| <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   |
| <div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Break the Ice</div><div>Sorcery</div><div>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

②

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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(X)

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

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③

Creatures with power greater than the number of cards in your hand can't attack.

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①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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②

**{T}**: Target permanent becomes an artifact in addition to its other types until end of turn.

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①

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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①BB

Choose one --

- \* Target opponent reveals their hand and discards all colorless nonland cards.
- \* Target opponent reveals their hand and discards all multicolored cards.

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## 8

When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.

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7/10

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| <div> <div>The Stone Brain</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div>0</div> </div> <div> <div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torpor Orb</div> <div>2</div> </div> <div> <div> <div>Artifact</div> <div> Creatures entering don't cause abilities to trigger. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Taslehoff - 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