

Blighted Fen Land {T}: Add {C}. {4}{B}, {T}, Sacrifice this land: Target opponent sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blighted Fen Land {T}: Add {C}. {4}{B}, {T}, Sacrifice this land: Target opponent sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon, Ally of Zendikar (2)(W)(W) Legendary Planeswalker -- Gideon [+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: Create a 2/2 white Knight Ally creature token. [-4]: You get an emblem with "Creatures you control get +1/+1." L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - milikin - Standard (Standard Daily Swiss)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Outburst 3WW Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Planar Outburst 3WW Sorcery Destroy all nonland creatures. Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Read the Bones 2B Sorcery Scry 2, then draw two cards. You lose 2 life. (To 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 PLAYbotbox.dev	Read the Bones 2B Sorcery Scry 2, then draw two cards. You lose 2 life. (To 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 PLAYbotbox.dev	Ruinous Path 1BB Sorcery Destroy target creature or planeswalker. Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

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 It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

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① ② W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Planeswalker -- Sorin

[+1]: Until your next turn, creatures you control get +1/+0 and gain lifelink.

[-2]: Create a 2/2 black Vampire creature token with flying.

[-6]: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature of their choice."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Enchantment

Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. 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
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Transgress the Mind ①B Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utter End ②WB Instant Exile target nonland permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Strangler ②B Creature -- Eldrazi Processor Devoid (This card has no color.) When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Strangler ②B Creature -- Eldrazi Processor Devoid (This card has no color.) When this creature enters, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arashin Cleric ①W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric ①W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric ①W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric ①W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infinite Obliteration 1BB Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infinite Obliteration 1BB Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infinite Obliteration 1BB Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Languish 2BB Sorcery All creatures get -4/-4 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound 1B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound 1B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound 1B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Righteousness ① ⑤ Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Righteousness ① ⑤ Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transgress the Mind ① ⑤ Sorcery Devoid (This card has no color.) Target player reveals their hand. You choose a card from it with mana value 3 or greater and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	