

Aetherflux Reservoir (4) <hr/> Artifact <hr/> Whenever you cast a spell, you gain 1 life for each spell you've cast this turn. Pay 50 life: This artifact deals 50 damage to any target. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Amalia Benavides Aguirre (W)(B) <hr/> Legendary Creature -- Vampire Scout <hr/> Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Amalia Benavides Aguirre (W)(B) <hr/> Legendary Creature -- Vampire Scout <hr/> Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Amalia Benavides Aguirre (W)(B) <hr/> Legendary Creature -- Vampire Scout <hr/> Ward--Pay 3 life. Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cenote Scout </div> <div> Creature -- Merfolk Scout </div> <div> <p>When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Chord of Calling </div> <div> Instant </div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Chord of Calling </div> <div> Instant </div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div> Collected Company 36 </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Concealed Courtyard </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Deep-Cavern Bat 1B </div> <div> Creature -- Bat </div> <div> Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Deep-Cavern Bat 1B </div> <div> Creature -- Bat </div> <div> Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - Artemis2021 - Pioneer (Pioneer League) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Overgrown Tomb

Land - - Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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($\{T\}$: Add $\{B\}$ or $\{G\}$.)
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Land - - Swamp Forest

((T): Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper ①G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.")

Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper ①⑥

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper 1G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper ①G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Razorverge Thicket</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Return to the Ranks (X)(W)(W)</div> <div>Sorcery</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Return to the Ranks (X)(W)(W)</div> <div>Sorcery</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Selfless Savior (W)</div> <div>Creature -- Dog</div> <div>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Selfless Savior (W)</div> <div>Creature -- Dog</div> <div>Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wildgrowth Walker (1)(G)</p> <p>Creature -- Elemental</p> <p>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Archon of Emerica (2)(W)</p> <p>Creature -- Archon</p> <p>Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped.</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Deep-Cavern Bat (1)(B)</p> <p>Creature -- Bat</p> <p>Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dina, Soul Steeper (B)(G)</p> <p>Legendary Creature -- Dryad Druid</p> <p>Whenever you gain life, each opponent loses 1 life. {1}, Sacrifice another creature: Dina gets +X/+0 until end of turn, where X is the sacrificed creature's power.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fatal Push (B)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(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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① ② W

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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① ② ③

Whenever an opponent casts a noncreature spell, that player loses 2 life and you gain 2 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Menace (This creature can't be blocked except by two or more creatures.)
Your opponents can't gain life.
{1}{B}: This creature gets +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Selfless Spirit <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Spirit Cleric </div> <div> Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. </div> <div> [sideboard] </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Thoughtseize <div> <div>B</div> </div> </div> <div> Sorcery </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> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Thoughtseize <div> <div>B</div> </div> </div> <div> Sorcery </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> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	