

④

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.

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WB

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.)

2/2

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**2/2**

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This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

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## Legendary Land

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## Land

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Creature -- Merfolk Scout

1/1

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1/1

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## Instant

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| <div>Collected Company (3)(G)</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>Collected Company (3)(G)</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>Collected Company (3)(G)</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>Collected Company (3)(G)</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>Deep-Cavern Bat (1)(B)</div> <div>Creature -- Bat</div> <div>Flying, lifelink<br/>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>Dina, Soul Steeper (B)(G)</div> <div>Legendary Creature -- Dryad Druid</div> <div>Whenever you gain life, each opponent loses 1 life.<br/>{1}, Sacrifice another creature: Dina gets +X/+0 until end of turn, where X is the sacrificed creature's power.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Extraction Specialist (2)(W)</div> <div>Creature -- Human Rogue</div> <div>Lifelink<br/>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Extraction Specialist (2)(W)</div> <div>Creature -- Human Rogue</div> <div>Lifelink<br/>When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Zenith777 - Pioneer (Pioneer Challenge 64)

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

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| <div> <div>Gilded Goose</div> <div> <div>G</div> </div> <div> <div>Creature -- Bird</div> <div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token.</div> <div>{T}, Sacrifice a Food: Add one mana of any color.</div> </div> <div> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                                                                                         | <div> <div>Kellan, Daring Traveler</div> <div> <div>1W</div> </div> <div> <div>Legendary Creature -- Human Faerie Scout</div> <div> <div>Whenever Kellan attacks, reveal the top card of your library. If it's a creature card with mana value 3 or less, put it into your hand. Otherwise, you may put it into your graveyard.</div> <div> <div>2/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Journey On</div> <div>G</div> <div>Sorcery -- Adventure</div> <div> <div>Create X Map tokens, where X is one plus the number of opponents who control an artifact. (Then exile this card. You may cast the creature later from exile.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div>                   | <div> <div>Lively Dirge</div> <div> <div>1B</div> </div> <div> <div>Sorcery</div> <div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.</div> <div>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div> <div>1/1</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Luminous Phantom</div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div></div> |
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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

## Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

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### 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.

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Land -- Swamp Forest

((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.

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## Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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## Prosperous Innkeeper ①Ⓔ

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

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| <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.                                                                                                                                                                     |
| <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.                                                                                                                                                                                                               | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.                                                                                                                                                                                                               | <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.                                                                                                                                                                                                               | <b>Return to the Ranks</b> ①②③<br>Sorcery<br>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.)<br>Return X target creature cards with mana value 2 or less from your graveyard to the battlefield. |

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| <div> <div>Selfless Savior</div> <div> <div>W</div> </div> </div> <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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sentinel of the Nameless City</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Merfolk Warrior Scout</div> <div> Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Skyclave Apparition</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Spirit</div> <div> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Takenuma, Abandoned Mire</div> </div> <div> <div>Legendary Land</div> <div> {T}: Add {B}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                               |
| <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                              | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                     | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                 | <div> <div>Voice of Resurgence</div> <div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental</div> <div> Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |



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| <div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <div> <div>Knight of Dusk's Shadow</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Your opponents can't gain life.</p> <p>{1}{B}: This creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Pick Your Poison</div> <div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                    | <div> <div>Reidane, God of the Worthy</div> <div> <div>Card</div> </div> </div> <div>[sideboard]</div> <div> <div> <div>OTHER FACE</div> </div> </div> <div> <div>Reidane, God of the Worthy</div> <div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>         |
| <div> <div>Ruthless Lawbringer</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div>Creature -- Vampire Assassin</div> <div> <p>When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Sin Collector</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it and exile that card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div> <div>Skyclave Apparition</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Kor Spirit</div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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



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