

Abzan Falconer (2)(W) Creature -- Human Soldier Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Each creature you control with a +1/+1 counter on it has flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aggravated Assault (2)(R) Enchantment {3}{R}{R}: Untap all creatures you control. After this main phase, there is an additional combat phase followed by an additional main phase. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Akroma's Will (3)(W) Instant Choose one. If you control a commander as you cast this spell, you may choose both instead. * Creatures you control gain flying, vigilance, and double strike until end of turn. * Creatures you control gain lifelink, indestructible, and protection from each color until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Shepherd (G) Creature -- Elf Shaman This spell can't be countered. Green spells you control can't be countered. {4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
All Will Be One (3)(R)(R) Enchantment Whenever you put one or more counters on a permanent or player, this enchantment deals that much damage to target opponent, creature an opponent controls, or planeswalker an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annie Joins Up (1)(R)(G)(W) Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beastcaller Savant (1)(G) Creature -- Elf Shaman Ally Haste {T}: Add one mana of any color. Spend this mana only to cast a creature spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blasphemous Act (8)(R) Sorcery This spell costs {1} less to cast for each creature on the battlefield. Blasphemous Act deals 13 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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$\{1\}, \{T\}$: Add $\{R\}\{W\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Each other Warrior creature you control enters with an additional +1/+1 counter on it.
Each creature you control with a +1/+1 counter on it has trample.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Vigilance
Whenever this creature enters or attacks, exile a card from a graveyard.
Spells you cast cost {1} less to cast for each card type they share with cards exiled with this creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G G G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lands you control have "{T}: Add one
mana of any color."
{T}: Add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GGG

{T}: Add {G} for each creature you control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Court of Garenbrig 1GG Enchantment When this enchantment enters, you become the monarch. At the beginning of your upkeep, distribute two +1/+1 counters among up to two target creatures. Then if you're the monarch, double the number of +1/+1 counters on each creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Craterhoof Behemoth 5GGG Creature -- Beast Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Grotto Land When this land enters, scry 1. {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deflecting Palm RW Instant The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eladamri, Korvecdal 1GG Legendary Creature -- Elf Warrior You may look at the top card of your library any time. You may cast creature spells from the top of your library. {G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri's Call GW Instant Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid 1GG Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Warden ⑥ Creature -- Elf Shaman Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolution Witness ②⑥ Creature -- Elf Shaman Mutant {1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ezuri, Renegade Leader ①⑥⑥ Legendary Creature -- Elf Warrior {G}: Regenerate another target Elf. {2}{G}{G}{G}: Elf creatures you control get +3/+3 and gain trample until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ezuri's Archers ⑥ Creature -- Elf Archer Reach (This creature can block creatures with flying.) Whenever this creature blocks a creature with flying, this creature gets +3/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Farewell ④W W Sorcery Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards. 4 W W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor ②⑥⑥ Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. 2 ⑥ ⑥ PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn --

- * Put a +1/+1 counter on this creature.
- * Create a tapped Treasure token.
- * You gain 2 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.

{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

Legendary Creature -- Elf Warrior

Haste
Whenever one or more creatures you control attack, add that much mana in any combination of {R} and/or {G}. Until end of turn, you don't lose this mana as steps and phases end.

3/4

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 $\{1\}, \{T\}: \text{Add } \{R\}\{G\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

As an additional cost to cast this spell, sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Permanents you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Other Elves you control get +1/+1.
{G}, {T}: Create a 1/1 green Elf
Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① G W

Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marwyn, the Nurturer 2G Legendary Creature -- Elf Druid Whenever another Elf you control enters, put a +1/+1 counter on Marwyn. {T}: Add an amount of {G} equal to Marwyn's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal 1G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maskwood Nexus 4 Artifact Creatures you control are every creature type. The same is true for creature spells you control and creature cards you own that aren't on the battlefield. {3}, {T}: Create a 2/2 blue Shapeshifter creature token with changeling. (It is every creature type.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Minsc & Boo, Timeless Heroes 2RG Legendary Planeswalker -- Minsc When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste. [+1]: Put three +1/+1 counters on up to one target creature with trample or haste. [-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards. Minsc & Boo, Timeless Heroes can be your commander. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirror Entity 2W Creature -- Shapeshifter Changeling (This card is every creature type.) {X}: Until end of turn, creatures you control have base power and toughness X/X and gain all creature types. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naya Charm Instant Choose one -- * Naya Charm deals 3 damage to target creature. * Return target card from a graveyard to its owner's hand. * Tap all creatures target player controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overwhelming Stampede Sorcery Until end of turn, creatures you control gain trample and get +X/+X, where X is the greatest power among creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Purphoros, God of the Forge 3R Legendary Enchantment Creature -- God Indestructible As long as your devotion to red is less than five, Purphoros isn't a creature. Whenever another creature you control enters, Purphoros deals 2 damage to each opponent. {2}{R}: Creatures you control get +1/+0 until end of turn. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampant Growth 16 Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Realmwalker 2 G Creature -- Shapeshifter Changeling (This card is every creature type.) As this creature enters, choose a creature type. You may look at the top card of your library any time. You may cast creature spells of the chosen type from the top of your library. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reliquary Tower Land You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rhythm of the Wild 1 R G Enchantment Creature spells you control can't be countered. Nontoken creatures you control have riot. (They enter with your choice of a +1/+1 counter or haste.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishkar, Peema Renegade 2 G Legendary Creature -- Elf Druid When Rishkar enters, put a +1/+1 counter on each of up to two target creatures. Each creature you control with a counter on it has "{T}: Add {G}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rising of the Day 2 R Enchantment Creatures you control have haste. Legendary creatures you control get +1/+0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selesnya Signet 2 Artifact {1}, {T}: Add {G}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selvala, Heart of the Wilds 1 G G Legendary Creature -- Elf Scout Whenever another creature enters, its controller may draw a card if its power is greater than each other creature's power. {G}, {T}: Add X mana in any combination of colors, where X is the greatest power among creatures you control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tyler6517 - Commander (Shop Collectibles: Commander Showdown II)

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 10/13 - 8 cards - 2.5 x 3.5 in each

Shalai and Hallar (1)(R)(G)(W) Legendary Creature -- Angel Elf Flying, vigilance Whenever one or more +1/+1 counters are put on a creature you control, Shalai and Hallar deals that much damage to target opponent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shamanic Revelation (3)(G)(G) Sorcery Draw a card for each creature you control. Ferocious -- You gain 4 life for each creature you control with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} 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	Taurean Mauler (2)(R) Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Teferi's Protection (2)(W) Instant Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.) Exile Teferi's Protection. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Triumph Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Great Henge (7)(G)(G) Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You have no maximum hand size.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

As Three Tree City enters, choose a creature type.

{T}: Add {C}.

{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Creature -- Elf Scout

Landfall -- Whenever a land you control enters, create a Food token or a Treasure token. (Food is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." Treasure is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.

{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy target artifact you don't control.
Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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2 R G W

Legendary Creature -- Wolf

Vigilance, trample, ward {3}
Whenever Voja attacks, put $X+1$ counters on each creature you control, where X is the number of Elves you control. Draw a card for each Wolf you control.

5/5

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Enchantment

{X}{R}: This turn, creatures can't block unless their controller pays {X} for each blocking creature they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

At the beginning of each upkeep, create a 1/1 green Elf Warrior creature token. Whenever another Elf you control enters, you gain life equal to its toughness.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev