

Acidic Slime (3)(G)(G) Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alena, Kessig Trapper (4)(R) Legendary Creature -- Human Scout First strike {T}: Add an amount of {R} equal to the greatest power among creatures you control that entered this turn. Partner (You can have two commanders if both have partner.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anara, Wolvid Familiar (3)(G) Legendary Creature -- Wolf Beast During your turn, commanders you control have indestructible. (Effects that say "destroy" don't destroy them. A creature with indestructible can't be destroyed by damage.) Partner (You can have two commanders if both have partner.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arboreal Grazer (G) Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Atalan Jackal (1)(R)(G) Creature -- Human Tyrannid Scout Trample, haste Skilled Outrider -- Whenever this creature deals combat damage to a player, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast Whisperer (2)(G)(G) Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Glade Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector Ouphe 1G Creature -- Ouphe Activated abilities of artifacts can't be activated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Beacon Land {T}: Add {C}. {T}, Sacrifice this land: Put your commander into your hand from the command zone. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnglade Regent 5GG Creature -- Elk When this creature enters, you become the monarch. As long as you're the monarch, permanents you control have hexproof. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonborn Champion 2RG Creature -- Dragon Warrior Trample Whenever a source you control deals 5 or more damage to a player, draw a card. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eidolon of the Great Revel RR Enchantment Creature -- Spirit Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player. 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	Elvish Pioneer G Creature -- Elf Druid When this creature enters, you may put a basic land card from your hand onto the battlefield tapped. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Scout G Creature -- Elf Scout {G}, {T}: Untap target attacking creature you control. Prevent all combat damage that would be dealt to and dealt by it this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Courage 2 R R Enchantment Creature -- Dog Glimmer Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Vitality 1 G G Enchantment Creature -- Elk Glimmer Vigilance Creatures you control have "{T}: Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness 1 G G Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fanatic of Rhonas Token Creature -- Zombie Snake Druid {T}: Add {G}. Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater. 4/4 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}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Creature -- Elf

When this creature dies, you may exile it. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield and put all other cards revealed this way into your graveyard.

2/2

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

4 G

Creature -- Beast

Whenever another creature you control with power 3 or greater enters, you may draw a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

Legendary Creature -- Elf Warrior

Whenever a creature you control becomes blocked, it gets +3/+3 until end of turn for each creature blocking it.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Ankheg 6GG Creature -- Insect Trample Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Other creatures you control have trample and ward {2}. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gimli, Counter of Kills 3R Legendary Creature -- Dwarf Warrior Trample Whenever a creature an opponent controls dies, Gimli deals 1 damage to that creature's controller. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Arsonist 2R Creature -- Human Wizard Whenever an opponent casts a noncreature spell, this creature deals damage equal to its power to that player. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grazing Gladehart 2G Creature -- Antelope Landfall -- Whenever a land you control enters, you may gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Greenweaver Druid 2G Creature -- Elf Druid {T}: Add {G}{G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grumgully, the Generous 1RG Legendary Creature -- Goblin Shaman Each other non-Human creature you control enters with an additional +1/+1 counter on it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian Augmenter 2G Creature -- Troll Wizard Flash Commander creatures you control get +2/+2. Commanders you control have hexproof. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gwenna, Eyes of Gaea 2G Legendary Creature -- Elf Druid Scout {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 PLAYbotbox.dev

Hajar, Loyal Bodyguard (R)(G) Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harsh Mentor (1)(R) Creature -- Human Cleric Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartwood Storyteller (1)(G)(G) Creature -- Treefolk Whenever a player casts a noncreature spell, each of that player's opponents may draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ilysian Caryatid (1)(G) Creature -- Plant {T}: Add one mana of any color. If you control a creature with power 4 or greater, add two mana of any one color instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karametra's Acolyte (3)(G) Creature -- Human Druid {T}: Add an amount of {G} equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keeper of Fables (3)(G)(G) Creature -- Cat Whenever one or more non-Human creatures you control deal combat damage to a player, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elite (G) Creature -- Elf Kicker {8} (You may pay an additional {8} as you cast this spell.) Trample If this creature was kicked, it enters with five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Cobra 1 6 Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Masked Vandal 1 6 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 PLAYbotbox.dev	Migloz, Maze Crusher 1 R 6 Legendary Creature -- Phyrexian Beast Migloz enters with five oil counters on it. {1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn. {2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn. {3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mosswort Bridge Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {G}. {G}, {T}: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater. 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Nessian Boar 3 G 6 Creature -- Boar All creatures able to block this creature do so. Whenever this creature becomes blocked by a creature, that creature's controller draws a card. 10/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nikya of the Old Ways 3 R 6 Legendary Creature -- Centaur Druid You can't cast noncreature spells. Whenever you tap a land for mana, add one mana of any type that land produced. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ogre Battledriver 2 R R Creature -- Ogre Warrior Whenever another creature you control enters, that creature gets +2/+0 and gains haste until end of turn. (It can attack and {T} this turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Recruit G Creature -- Rabbit Warrior Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Poison Dart Frog 1 G Creature -- Frog Reach {T}: Add one mana of any color. {2}: This creature gains deathtouch until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primordial Sage 4 G 6 Creature -- Spirit Whenever you cast a creature spell, you may draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prowling Serpopard 1 G 6 Creature -- Cat Snake This spell can't be countered. Creature spells you control can't be countered. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Thill, Michael - 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

Reclamation Sage 2G Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Renata, Called to the Hunt 2GG Legendary Enchantment Creature -- Demigod Renata's power is equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) Each other creature you control enters with an additional +1/+1 counter on it. */3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ruric Thar, the Unbowed 4RG Legendary Creature -- Ogre Warrior Reach, vigilance Ruric Thar attacks each combat if able. Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverback Elder 2GGG Creature -- Ape Shaman Whenever you cast a creature spell, choose one -- * Destroy target artifact or enchantment. * Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. * You gain 4 life. 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skarrg, the Rage Pits Land {T}: Add {C}. {R}{G}, {T}: Target creature gets +1/+1 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

