

Academy Manufacturer 3

Artifact Creature -- Assembly-Worker

If you would create a Clue, Food, or Treasure token, instead create one of each.

1/3

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Altar of Dementia (2)

Artifact

Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power.

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Animate **Dead** ①Ⓑ

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on
the battlefield, it loses "enchant
creature card in a graveyard" and
gains "enchant creature put onto the
battlefield with this Aura." Return
enchanted creature card to the
battlefield under your control and
attach this Aura to it. When this
Aura leaves the battlefield, that
creature's controller sacrifices it.
Enchanted creature gets -1/-0.

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Animation Module ①

Artifact

Whenever one or more +1/+1 counters are put on a permanent you control, you may pay {1}. If you do, create a 1/1 colorless Servo artifact creature token.

{3}, {T}: Choose a counter on target permanent or player. Give that permanent or player another counter of that kind.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashnod's Altar ③

Artifact

Sacrifice a creature: Add {C}{C}.

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Assassin's Trophy (B)(G)

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Bastion of Remembrance ②③

Enchantment

When this enchantment enters, create a 1/1 white Human Soldier creature token.

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

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Beast Within (2G)

Instant

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise Ⓞ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Market Connections ② Ⓑ Enchantment At the beginning of your first main phase, choose one or more -- * Sell Contraband -- Create a Treasure token. You lose 1 life. * Buy Information -- Draw a card. You lose 2 life. * Hire a Mercenary -- Create a 3/2 colorless Shapeshifter creature token with changeling. You lose 3 life. (It is every creature type.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blasting Station ③ Artifact {T}, Sacrifice a creature: This artifact deals 1 damage to any target. Whenever a creature enters, you may untap this artifact. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Artist ① Ⓑ Creature -- Vampire Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Camellia, the Seedmiser ① Ⓑ Ⓞ Legendary Creature -- Squirrel Warlock Menace Other Squirrels you control have menace. Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token. {2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrion Feeder Ⓑ Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cauldron Familiar Ⓑ Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Asianpanda - 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 2/13 - 8 cards - 2.5 x 3.5 in each

Chatterfang, Squirrel General 26 Legendary Creature -- Squirrel Warrior Forestwalk (This creature can't be blocked as long as defending player controls a Forest.) If one or more tokens would be created under your control, those tokens plus that many 1/1 green Squirrel creature tokens are created instead. {B}, Sacrifice X Squirrels: Target creature gets +X/-X until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chthonian Nightmare 1B Enchantment When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cultivate 26 Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Darkbore Pathway Land {T}: Add {B}. BACK FACE Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkmoss Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deconstruct 26 Sorcery Destroy target artifact. Add {G}{G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor (1)(B) Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disciple of the Vault (B) Creature -- Human Cleric Whenever an artifact is put into a graveyard from the battlefield, you may have target opponent lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri, Korvecdal (1)(G)(G) 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	Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Entomb (B) Instant Search your library for a card, put that card into your graveyard, then shuffle. 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	Experimental Confectioner (2)(B) Creature -- Human Peasant When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you sacrifice a Food, create a 1/1 black Rat creature token with "This token can't block." 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fade from History (2)(G)(G) Sorcery Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiend Artisan B/G B/G Creature -- Nightmare This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

When Greta enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

{G}, Sacrifice a Food: Put a +1/+1 counter on target creature. Activate only as a sorcery.

{1}{B}, Sacrifice a Food: You draw a card and you lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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Spree (Choose one or more additional
costs.)
+ {2} -- Search your library for a
card, then shuffle and put that card
on top.
+ {B}{B} -- Target player draws
three cards and loses 3 life.
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D 6

- - - BACK FACE - - -

XGG

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When this Siege enters, search your library and/or graveyard for a non-Human creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle.

8/8

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This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}, {T}: Tap all other artifacts.
They don't untap during their
controllers' untap steps for as long
as this artifact remains tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge 1 B Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manglehorn 2 G Creature -- Beast When this creature enters, you may destroy target artifact. Artifacts your opponents control enter tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Husk 2 B Creature -- Zombie Insect Sacrifice a creature: This creature gets +2/+2 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nature's Claim G Instant Destroy target artifact or enchantment. Its controller gains 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nuka-Cola Vending Machine 3 Artifact {1}, {T}: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you sacrifice a Food, create a tapped Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Peregrin Took 2 G Legendary Creature -- Halfling Citizen If one or more tokens would be created under your control, those tokens plus an additional Food token are created instead. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pitiless Plunderer 3 B Creature -- Human Pirate Whenever another creature you control dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Enchant creature
Enchanted creature gets +2/+0 and
has trample.
When this Aura is put into a
graveyard from the battlefield,
return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Whenever this creature attacks or blocks, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Sacrifice two Foods: Draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Destroy target creature. If that creature dies this way, its controller creates two tokens that are copies of that creature, except their power is half that creature's power and their toughness is half that creature's toughness. Round up each time.

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4 G G

Choose up to five {P} worth of modes. You may choose the same mode more than once.

{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.

{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.

{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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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Sylvan Library16 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Wood Land {T}: Add {C}. {T}: Add {B} or {G}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tergrid, God of Fright3BB Legendary Creature -- God Menace Whenever an opponent sacrifices a nontoken permanent or discards a permanent card, you may put that card from a graveyard onto the battlefield under your control. 4/5 --- BACK FACE --- Tergrid's Lantern3B Legendary Artifact {T}: Target player loses 3 life unless they sacrifice a nonland permanent of their choice or discard a card. {3}{B}: Untap Tergrid's Lantern. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Visits16 Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tireless Provisioner (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	Tyvar's Stand (X)(G) Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undergrowth Stadium Land This land enters tapped unless you have two or more opponents. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer (G) Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vinereap Mentor (B)(G) Creature -- Squirrel Druid When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viridian Revel (1)(G)(G) Enchantment Whenever an artifact is put into an opponent's graveyard from the battlefield, you may draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer (B) Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Soultrader (2)(B) Creature -- Zombie Goblin Wizard Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldly Tutor ⑥ Instant 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	Yawgmoth, Thran Physician ②③③ Legendary Creature -- Human Cleric Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ygra, Eater of All ③③⑥ Legendary Creature -- Elemental Cat Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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