

An Offer You Can't Refuse U Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcane Bombardment 4R Enchantment Whenever you cast your first instant or sorcery spell each turn, exile an instant or sorcery card at random from your graveyard. Then copy each card exiled with this enchantment. You may cast any number of the copies without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcane Denial 1U Instant Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archmage Emeritus 2UU Creature -- Human Wizard Magecraft -- Whenever you cast or copy an instant or sorcery spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Back to Basics 2U Enchantment Nonbasic lands don't untap during their controllers' untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Baral, Chief of Compliance 1U Legendary Creature -- Human Wizard Instant and sorcery spells you cast cost {1} less to cast. Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borne Upon a Wind 1U Instant You may cast spells this turn as though they had flash. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cerulean Wisps U Instant Target creature becomes blue until end of turn. Untap that creature. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Claim the Firstborn R Sorcery Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commandeer 5UU Instant You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Confound 1U Instant Counter target spell that targets a creature. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Wisps R Instant Target creature becomes red and gains haste until end of turn. (It can attack and {T} this turn.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deflecting Swat 2R Instant If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diamond Pick-Axe R Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +1/+1 and has "Whenever this creature attacks, create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Environmental Sciences 2 Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedite R Instant Target creature gains haste until end of turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expressive Iteration UR Sorcery Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithless Looting R Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithless Salvaging 1R Instant Discard a card, then draw a card. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fellwar Stone 2 Artifact {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fierce Guardianship (2)(U) Instant If you control a commander, you may cast this spell without paying its mana cost. Counter target noncreature spell.	Force of Negation (1)(U)(U) Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	Force of Will (3)(U)(U) Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.	Frantic Search (2)(U) Instant Draw two cards, then discard two cards. Untap up to three lands.
Gitaxian Probe (UP) Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.	Goblin Electromancer (U)(R) Creature -- Goblin Wizard Instant and sorcery spells you cast cost {1} less to cast. 2/2	Invoke Calamity (1)(R)(R)(R)(R) Instant You may cast up to two instant and/or sorcery spells with total mana value 6 or less from your graveyard and/or hand without paying their mana costs. If those spells would be put into your graveyard, exile them instead. Exile Invoke Calamity.	Island Basic Land -- Island ({T}: Add {U}.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one. If you control a commander as you cast this spell, you may choose both instead.

- * Add {R} for each card in target opponent's hand.
- * Exile the top three cards of your library. You may play them this turn.

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Whenever you cast your second spell each turn, draw a card.

2/3

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Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land - - Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

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
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Search your library for an instant
or sorcery card, reveal it, then
shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of your upkeep, scry 1. Whenever you discard a card, each opponent mills two cards. (They put the top two cards of their library into their graveyard.)

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Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
{T}: Add one mana of any color.

0/2

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{T}: Add one mana of any color.
{1}, {T}: Untap target legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value.

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Preordain U Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Corrosion 2U Enchantment Whenever you draw a card, each opponent mills two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quick Study 2U Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ragavan, Nimble Pilferer R Legendary Creature -- Monkey Pirate Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ral, Storm Conduit 2UR Legendary Planeswalker -- Ral Whenever you cast or copy an instant or sorcery spell, Ral deals 1 damage to target opponent or planeswalker. [+2]: Scry 1. [-2]: When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckless Barbarian 1R Creature -- Dragon Barbarian Sacrifice this creature: Add {R}{R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refocus 1U Instant Untap target creature. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ricochet Trap 3R Instant -- Trap If an opponent cast a blue spell this turn, you may pay {R} rather than pay this spell's mana cost. Change the target of target spell with a single target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Add {R} for each card in target opponent's hand. Until end of turn, you don't lose this mana as steps and phases end. Exile Rousing Refrain with three time counters on it.

Suspend 3--{1}{R} (Rather than cast this card from your hand, you may pay {1}{R} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

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Red spells you cast cost {1} less to
cast.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Blue spells you cast cost {1} less
to cast.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{1}: Look at the top three cards of
your library, then put them back in
any order.
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{T}: Draw a card, then put this artifact on top of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle.

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When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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Stella Lee, Wild Card ①②③④ Legendary Creature -- Human Rogue Whenever you cast your second spell each turn, exile the top card of your library. Until the end of your next turn, you may play that card. {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy. Activate only if you've cast three or more spells this turn. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm-Kiln Artist ③④⑤ Creature -- Dwarf Shaman This creature gets +1/+0 for each artifact you control. Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strike It Rich ④⑤ Sorcery Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swan Song ④⑤ Instant Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thassa's Oracle ④⑤⑥ Creature -- Merfolk Wizard When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderclap Drake ④⑤⑥ Creature -- Drake Flying Instant and sorcery spells you cast cost {1} less to cast. {2}{U}, Sacrifice this creature: When you next cast an instant or sorcery spell this turn, copy it for each time you've cast your commander from the command zone this game. You may choose new targets for the copies. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trickbind ④⑤⑥ Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Counter target activated or triggered ability. If a permanent's ability is countered this way, activated abilities of that permanent can't be activated this turn. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinferno ④⑤⑥ Instant Choose one -- * When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. * Target creature you control gains double strike until end of turn. (It deals both first-strike and regular combat damage.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KodyLotz - 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 12/13 - 8 cards - 2.5 x 3.5 in each

Twisted Fealty (2)(R) Sorcery Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twitch (2)(U) Instant You may tap or untap target artifact, creature, or land. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vandalblast (R) 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veyran, Voice of Duality (1)(U)(R) Legendary Creature -- Efrete Wizard Magecraft -- Whenever you cast or copy an instant or sorcery spell, Veyran gets +1/+1 until end of turn. If you casting or copying an instant or sorcery spell causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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