

Adeline, Resplendent Cathar 1WW Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agate Instigator 1R Creature -- Lizard Rogue Offspring {1}{R} (You may pay an additional {1}{R} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Whenever another creature you control enters, this creature deals 1 damage to each opponent. 1 / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani, Nacatl Pariah 1W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control. 1 / 2 ----- BACK FACE ----- Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anger 3R Creature -- Incarnation Haste As long as this card is in your graveyard and you control a Mountain, creatures you control have haste. 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anim Pakal, Thousandth Moon 1RW Legendary Creature -- Human Soldier Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal. 1 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arabella, Abandoned Doll RW Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1 / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archaeomancer's Map 2W Artifact When this artifact enters, search your library for up to two basic Plains cards, reveal them, put them into your hand, then shuffle. Whenever a land an opponent controls enters, if that player controls more lands than you, you may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Argivian Find Instant Return target artifact or enchantment card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battle Hymn Instant Add {R} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blacksmith's Skill Instant Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blasphemous Act 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 PLAYbotbox.dev	Brought Back Instant Choose up to two target permanent cards in your graveyard that were put there from the battlefield this turn. Return them to the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Charismatic Conqueror Creature -- Vampire Soldier Vigilance Whenever an artifact or creature an opponent controls enters untapped, they may tap that permanent. If they don't, you create a 1/1 white Vampire creature token with lifelink. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clarion Spirit 1 W Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Concealment 2 W W Instant 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.) Any number of target nonland permanents you control phase out. (Treat them and anything attached to them as though they don't exist until your next turn.) 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	Darksteel Mutation 1 W Enchantment -- Aura Enchant creature Enchanted creature is an Insect artifact creature with base power and toughness 0/1 and has indestructible, and it loses all other abilities, card types, and creature types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dawn's Truce 1 W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deflecting Palm R W 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	Delney, Streetwise Lookout 2 W Legendary Creature -- Human Scout Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater. If a triggered ability of a creature you control with power 2 or less triggers, that ability triggers an additional time. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dolmen Gate 2 Artifact Prevent all combat damage that would be dealt to attacking creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dualcaster Mage 1R Creature -- Human Wizard Flash When this creature enters, copy target instant or sorcery spell. You may choose new targets for the copy. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence 1W Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel W Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fanatical Devotion 2W Enchantment Sacrifice a creature: Regenerate target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fervor 2R Enchantment Creatures you control have haste. (They can attack and {T} as soon as they come under your control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flare of Fortitude 2WW Instant You may sacrifice a nontoken white creature rather than pay this spell's mana cost. Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury of the Horde 5RR Sorcery You may exile two red cards from your hand rather than pay this spell's mana cost. Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galadriel's Dismissal W Instant Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gift of Estates (1)(W) Sorcery If an opponent controls more lands than you, search your library for up to three Plains cards, reveal them, put them into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grand Abolisher (W)(W) Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod's Intervention (X)(W)(W) Instant Choose one -- * Destroy X target artifacts and/or enchantments. * Target player gains twice X life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helping Hand (W) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Horn of Gondor (3) Legendary Artifact When Horn of Gondor enters, create a 1/1 white Human Soldier creature token. {3}, {T}: Create X 1/1 white Human Soldier creature tokens, where X is the number of Humans you control. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impact Tremors (1)(R) Enchantment Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krenko, Tin Street Kingpin (2)(R) Legendary Creature -- Goblin Whenever Krenko attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature tokens equal to Krenko's power. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Land Tax (W) Enchantment At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, put them into your hand, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Greaves ② Artifact -- Equipment Equipped creature has haste and shroud. (It can't be the target of spells or abilities.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monastery Mentor ②W Creature -- Human Monk Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mondrak, Glory Dominus ②WW Legendary Creature -- Phyrexian Horror If one or more tokens would be created under your control, twice that many of those tokens are created instead. {1}{W/P}{W/P}, Sacrifice two other artifacts and/or creatures: Put an indestructible counter on Mondrak. ({W/P} can be paid with either {W} or 2 life.) 4/4PLAYTEST 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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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	Myrel, Shield of Argive ③④ Legendary Creature -- Human Soldier During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. Whenever Myrel attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Myriad Landscape Land This land enters tapped. {T}: Add {C}. {2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ojer Taq, Deepest Foundation 4 W W Legendary Creature -- God Vigilance If one or more creature tokens would be created under your control, three times that many of those tokens are created instead. When Ojer Taq dies, return it to the battlefield tapped and transformed under its owner's control. 6/6 ----- BACK FACE ----- Temple of Civilization Land (Transforms from Ojer Taq, Deepest Foundation.) {T}: Add {W}. {2}{W}, {T}: Transform this land. Activate only if you attacked with three or more creatures this turn and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oketra's Monument 3 Legendary Artifact White creature spells you cast cost {1} less to cast. Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oltec Matterweaver 2 W Creature -- Human Artificer Whenever you cast a creature spell, choose one -- * Create a 1/1 colorless Gnome artifact creature token. * Create a token that's a copy of target artifact token you control. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path to Exile W 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 PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Prosperous Bandit 2R Creature -- Raccoon Rogue Offspring {1} (You may pay an additional {1} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) First strike Whenever this creature deals combat damage to a player, create that many tapped Treasure tokens. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reconnaissance W Enchantment {0}: Remove target attacking creature you control from combat and untap it. (If you activate during end of combat, the creature will untap after it deals combat damage.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reconstruct History 2RW Sorcery Return up to one target artifact card, up to one target enchantment card, up to one target instant card, up to one target sorcery card, and up to one target planeswalker card from your graveyard to your hand. Exile Reconstruct History. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reliquary Tower Land You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skullclamp ① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyknight Vanguard (R)(W) Creature -- Human Knight Flying Whenever this creature attacks, create a 1/1 white Soldier creature token that's tapped and attacking. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smothering Tithe (3)(W) Enchantment Whenever an opponent draws a card, that player may pay {2}. If the player doesn't, you create a 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	Smuggler's Share (2)(W) Enchantment At the beginning of each end step, draw a card for each opponent who drew two or more cards this turn, then create a Treasure token for each opponent who had two or more lands enter the battlefield under their control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sol Ring ① Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul's Attendant (W) Creature -- Human Cleric Whenever another creature enters, you may gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strionic Resonator ② Artifact {2}, {T}: Copy target triggered ability you control. You may choose new targets for the copy. (A triggered ability uses the words "when," "whenever," or "at.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation (W) Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jtatum219 - 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 11/13 - 8 cards - 2.5 x 3.5 in each

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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{T}: Add {C}.
{T}: Add {R} or {W}. This artifact
deals 1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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

① W W

Destroy all creatures with power 3 or greater. Then create a Food token for each creature you control. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X2R

Delirium -- If a source you control would deal noncombat damage to a permanent or player while there are four or more card types among cards in your graveyard, it deals double that damage instead. When The Roller crusher Ride enters, it deals X damage to each of up to X target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Strive -- This spell costs {2}{R} more to cast for each target beyond the first.

Choose any number of target creatures you control. For each of them, create a token that's a copy of that creature, except it has haste. Exile those tokens at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 W W

This spell costs {1} less to cast
for each creature on the
battlefield.
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call (1)(R)(W) Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Welcoming Vampire (2)(W) Creature -- Vampire Flying Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Ricochet (2)(R)(R) Instant You may choose new targets for target instant or sorcery spell. Then copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wyll's Reversal (2)(R) Instant Choose target spell or ability with one or more targets. Roll a d20 and add the greatest power among creatures you control. 1--14 You may choose new targets for that spell or ability. 15+ You may choose new targets for that spell or ability. Then copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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