Aerial Doombot (U)

Artifact Creature -- Robot Villain

Flying
Power-up -- {5}{U}: Put three +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent 13, Sharon Carter (2)(W)

Legendary Creature -- Human Spy Hero

Whenever a creature you control attacks alone, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent of Atlas (1)(W)

Creature -- Human Spy Hero

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agents of S.H.I.E.L.D.

Card

(Theme color: {W})

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A.I.M. Labs

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A.I.M. Labs

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ant-Man's Army (2)(G)

Creature -- Insect

When this creature enters, create a Food token or a Treasure token. (A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ant-Man's Army (2)(G)

Creature -- Insect

When this creature enters, create a Food token or a Treasure token. (A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Atlantean Cavalry (2)(U)

Creature -- Merfolk Soldier

Vigilance
Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avengers Hangar

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazing Crescendo (1)(R)

Instant

Target creature gets +3/+1 until end of turn.
Exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bold Biochemist (1)(U)

Creature -- Human Scientist

Power-up -- {5}{U}: Put a +1/+1 counter on this creature and draw two cards. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Borough Backup (4)(W)

Sorcery

Create two 3/2 white Hero creature tokens with vigilance.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Doom

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast an artifact spell.
{3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crowd of True Believers (W)

Creature -- Human Citizen

{T}: Target creature you control that's attacking alone gets +1/+0 until end of turn. You gain 1 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death to Our Enemies (2)(R)

Enchantment -- Plan

Whenever you cast a noncreature spell, create a tapped Treasure token and put a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it. When you do, it deals 7 damage divided as you choose among one or two targets.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dependable Quinjet {3}

Artifact -- Vehicle

Flying
{T}: Add one mana of any color.
Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fin Fang Foom {2}{R}{R}

Legendary Creature -- Alien Dragon Villain

Flying
Whenever you cast an instant or sorcery spell that targets an artifact or land, copy that spell. You may choose new targets for the copy. Put two +1/+1 counters on Fin Fang Foom.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fin Fang Foom {2}{R}{R}

Legendary Creature -- Alien Dragon Villain

Flying
Whenever you cast an instant or sorcery spell that targets an artifact or land, copy that spell. You may choose new targets for the copy. Put two +1/+1 counters on Fin Fang Foom.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Nuts! {G}

Sorcery

Teamwork 3 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)
Choose one. If this spell was cast using teamwork, choose both instead.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Nuts! {G}

Sorcery

Teamwork 3 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)
Choose one. If this spell was cast using teamwork, choose both instead.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Master Marksman {1}{R}

Legendary Creature -- Human Archer Hero

Reach, first strike
Trick Arrows -- Whenever Hawkeye becomes tapped, you may pay {1} up to three times. When you do, choose up to that many --
* Net -- Target creature can't block this turn.
* Explosive -- Hawkeye deals 2 damage to target player.
* Boomerang -- Discard a card, then draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helicarrier Strike {W}

Instant

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Helicarrier Strike deals 2 damage to target attacking or blocking creature. If this spell was cast using teamwork, it deals 4 damage to that creature instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero in Training {2}{W}

Creature -- Human Hero

When this creature enters, draw a card. If you control another Hero, you gain 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hour of Defeat (3)(B)

Instant

Destroy target creature. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HULK SMASH! (1)(R)

Instant

Teamwork 4 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 4 or more.)
Choose one. If this spell was cast using teamwork, choose both instead.
* Destroy target noncreature artifact.
* Target creature you control deals damage equal to its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Assault Robot (1)(R)

Artifact Creature -- Robot Villain

Whenever another Villain and/or artifact you control enters, this creature deals 1 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Assault Robot (1)(R)

Artifact Creature -- Robot Villain

Whenever another Villain and/or artifact you control enters, this creature deals 1 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Infiltration (3)(B)

Enchantment

When this enchantment enters, target opponent discards two cards.
Whenever a creature you control attacks alone, target opponent loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kid Loki (U)

Legendary Creature -- God Hero Villain

Each creature you control that you've put one or more +1/+1 counters on this turn has hexproof.
Whenever you draw your second card each turn, put a +1/+1 counter on Kid Loki.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Killmonger, Scourge of Wakanda (2)(B)(G)

Legendary Creature -- Human Mercenary Villain

When Killmonger enters, you may sacrifice another creature. When you do, destroy target nonland permanent an opponent controls.
As long as there are two or more creature cards in your graveyard, Killmonger gets +2/+1.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Killmonger, Scourge of Wakanda {2}{B}{G}

Legendary Creature -- Human Mercenary Villain

When Killmonger enters, you may sacrifice another creature. When you do, destroy target nonland permanent an opponent controls.
As long as there are two or more creature cards in your graveyard, Killmonger gets +2/+1.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Wundagore {1}{G}

Creature -- Cat Knight Villain

Trample
Whenever you put a +1/+1 counter on another creature, put a +1/+1 counter on this creature. This ability triggers only once each turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kree Sentinel {4}{R}

Artifact Creature -- Kree Robot Villain

Reach
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kree Sentinel {4}{R}

Artifact Creature -- Kree Robot Villain

Reach
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loki, God of Mischief {1}{U}

Legendary Creature -- God Sorcerer Villain

Whenever a player or permanent becomes the target of an ability you control, draw a card. This ability triggers only once each turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Madame Hydra {2}{B}{R}

Legendary Creature -- Human Villain

Whenever you cast a Villain spell, create a 2/1 black Villain creature token with menace. (It can't be blocked except by two or more creatures.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ninja of the Hand {2}{B}

Creature -- Human Ninja Villain

Deathtouch
Power-up -- {4}{B}: Each opponent discards a card. Put a +1/+1 counter on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okoye, Dora Milaje Leader {3}{W}

Legendary Creature -- Human Warrior Hero

When Okoye enters, create two 1/1 white Soldier creature tokens. Attacking creature tokens you control have first strike.

[sideboard]

3/2

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Okoye, Dora Milaje Leader {3}{W}

Legendary Creature -- Human Warrior Hero

When Okoye enters, create two 1/1 white Soldier creature tokens. Attacking creature tokens you control have first strike.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Panther Pounce {W}

Instant

Target player investigates. Target creature gets +1/+0 and gains flying until end of turn. Untap it. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patriot, Shield Wielder {1}{W}

Legendary Creature -- Human Hero

{2}, {T}: Another target creature you control gets +2/+0 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patriot, Shield Wielder {1}{W}

Legendary Creature -- Human Hero

{2}, {T}: Another target creature you control gets +2/+0 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Photon Blast Barrage {X}{R}{R}

Sorcery

When you cast this spell, copy it X times. You may choose new targets for the copies.
Photon Blast Barrage deals 1 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Project Deathlok Soldier {B}

Artifact Creature -- Zombie Soldier

{2}{B}: Return this card from your graveyard to your hand.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Project Deathlok Soldier {B}

Artifact Creature -- Zombie Soldier

{2}{B}: Return this card from your graveyard to your hand.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Project Deathlok Soldier {B}

Artifact Creature -- Zombie Soldier

{2}{B}: Return this card from your graveyard to your hand.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Punishing Punch {2}{G}

Instant

This spell costs {2} less to cast if there are two or more creature cards in your graveyard.
Target creature you control deals damage equal to twice its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quake, Agent of S.H.I.E.L.D. {2}{W}

Legendary Creature -- Inhuman Spy Hero

Seismic Takedown -- Whenever you cast a noncreature spell, tap target creature or land.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Hulk {4}{R}{R}

Legendary Creature -- Gamma Berserker Villain

Reach, trample
Enrage -- Whenever Red Hulk is dealt damage, put a +1/+1 counter on him. When you do, he deals damage equal to the number of +1/+1 counters on him to any other target.

[sideboard]

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repulsor Blast {3}{R}

Sorcery

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Repulsor Blast deals 5 damage to target creature. If this spell was cast using teamwork, it also deals 2 damage to that creature's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restorative Technique {2}{G}

Sorcery

Target player gains 2 life, then searches their library for a basic land card, puts it onto the battlefield tapped, then shuffles. Put a +1/+1 counter on up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rick Jones, Destined Sidekick {G}

Legendary Creature -- Human Advisor

{3}, {T}: Mill four cards. You may put a Hero or enchantment card from among those cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Robot Domination {3}{B}

Enchantment -- Plan

Whenever one or more creature cards are put into your graveyard from anywhere, you draw a card, lose 1 life, and put a plan counter on this enchantment.
When the third plan counter is put on this enchantment, sacrifice it and create three 2/2 colorless Robot Villain artifact creature tokens.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ronin, Shadow Stalker {2}{B}

Legendary Creature -- Human Rogue Hero

Pay 2 life: Add two mana of any one color. Spend this mana only to cast Equipment spells or activate equip abilities. Activate only once each turn.
{T}, Sacrifice an Equipment attached to Ronin: Target creature gets -4/-4 until end of turn. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Serpent Specialist {G}

Creature -- Human Snake Villain

Deathtouch
Power-up -- {3}{G}: Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stature, Size Shifter {U}

Legendary Creature -- Human Hero

Stature can't be blocked if her power is 1 or less.
Power-up -- {X}{U}{U}: Put X +1/+1 counters on Stature. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stolen Stark Tech {1}{B}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
Equipped creature gets +1/+0.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Subterranean Cavern

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Speed {R}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0 and has haste.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Suit {1}{U}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. Untap that creature.
Equipped creature gets +1/+2.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Suit {1}{U}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. Untap that creature.
Equipped creature gets +1/+2.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Villain Lockup {1}{W}

Enchantment

Flash
When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - roter_Erzengel - Limited (Limited RC Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taskmaster, Mercenary Mimic {2}{U}{B}

Legendary Creature -- Human Mercenary Villain

Photographic Reflexes -- At the beginning of your first main phase, until your next turn, Taskmaster becomes a copy of up to one target creature on the battlefield or creature card in a graveyard, except his name is Taskmaster, Mercenary Mimic and he's a legendary Human Mercenary Villain creature.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thanos, the Mad Titan {R}{W}{B}

Legendary Creature -- Eternal Villain

Deathtouch, lifelink
Power-up -- {C}{W}{U}{B}{R}{G}: Put two +1/+1 counters on Thanos. Choose odd or even. Destroy each other creature with mana value of the chosen quality. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn. Zero is even.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Coming of Galactus {2}{B}{B}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Destroy up to one target nonland permanent.
II, III -- Each opponent loses 2 life.
IV -- Create Galactus, a legendary 16/16 black Elder Alien creature token with flying, trample, and "Whenever Galactus attacks, destroy target land."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tigra, Feline Fury {1}{G}

Legendary Creature -- Cat Human Hero

Flash
Trample
Whenever you gain life, put a +1/+1 counter on Tigra.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unliving Legionnaire {3}{B}

Creature -- Vampire Villain

Flying
Power-up -- {5}{B}{B}: Return up to one target creature card from your graveyard to your hand. Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Villainous Hideout

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Villain spell or to activate an ability of a Villain source.
{3}, {T}: Target Villain you control connives. Activate only as a sorcery. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision Quest {X}{U}{R}

Sorcery

Search your library and/or graveyard for an artifact creature card with mana value X or less and put it onto the battlefield with X additional +1/+1 counters on it. If X is 4 or greater, it gains haste until end of turn. If you search your library this way, shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Volcanic Villain {2}{R}

Creature -- Elemental Villain

Haste
Power-up -- {5}{R}: Put two +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Drone Flock {3}{W}

Artifact Creature -- Robot

Flying
When this creature enters, 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.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Drone Flock {3}{W}

Artifact Creature -- Robot

Flying
When this creature enters, 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.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Royal Guard {4}{G}

Creature -- Human Soldier Hero

Vigilance
When this creature enters, put a +1/+1 counter on target creature. If that creature is another Hero, put two +1/+1 counters on it instead.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Machine, Legacy of Iron {2}{R/W}

Legendary Artifact Creature -- Human Hero

Flying
At the beginning of combat on your turn, another target creature you control gets +X/+0 until end of turn, where X is War Machine's power.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Web Up {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Web Up {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

We Say Thee Nay! (1)(U)

Instant -- Arcane

Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)
Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

We Say Thee Nay! (1)(U)

Instant -- Arcane

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Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Widow's Bite (1)(B)

Instant

Teamwork 3 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)
Choose one. If this spell was cast using teamwork, choose both instead.
* Target creature gains deathtouch until end of turn.
* Target creature gets -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yellowjacket, Heartless Marauder (1)(B)

Legendary Creature -- Human Rogue Villain

Flying
Whenever another Villain you control enters, Yellowjacket gets +1/+0 and gains lifelink until end of turn.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.