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 HYDRA {1}{B}

Creature -- Human Spy Villain

When this creature dies, create a 2/1 black Villain creature token with menace. (It can't be blocked except by two or more creatures.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A.I.M. Scientists {3}{U}

Creature -- Human Scientist Villain

When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
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]

3/3

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

Asgardian Citadel

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attuma, Atlantean Warlord {2}{U}{U}

Legendary Creature -- Merfolk Warrior Villain

Other Merfolk you control get +1/+1.
Whenever one or more Merfolk you control attack a player, draw a card.

[sideboard]

3/4

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

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Brave Brawler {1}{W}

Creature -- Human Warrior Hero

Lifelink
Power-up -- {4}{W}: 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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call Damage Control {1}{G}

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain America, Living Legend {1}{W}{U}

Legendary Creature -- Human Soldier Hero

Vigilance
Whenever a creature you control becomes tapped during your turn, if it's the first time that creature has become tapped this turn, untap it.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Construct a Cosmic Cube {2}{B}

Enchantment -- Plan

Whenever you draw your second card each turn, create a 2/1 black Villain creature token with menace and put a plan counter on this enchantment.
When the seventh plan counter is put on this enchantment, sacrifice it. When you do, you control target opponent during their next turn. (You see all cards that player could see and make all decisions for them.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Operative {3}{R}

Artifact Creature -- Human Villain

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossbones, Malicious Mercenary {3}{B}

Legendary Creature -- Human Mercenary Villain

Deathtouch
Whenever another Villain you control enters, put a +1/+1 counter on Crossbones. He deals 2 damage to each opponent. This ability triggers only once each turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Depower {2}{U}

Instant

This spell costs {2} less to cast if it targets an attacking creature.
Target creature gets -4/-0 until end of turn.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Growth {G}

Instant

Target creature gets +3/+3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tadzionorek - Limited (Limited RC Super Qualifier) sheet 2/11 - 8 cards - 2.5 x 3.5 in each

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Giant-Sized Flying Ant {3}{U}

Creature -- Insect

Flash
Flying
When this creature enters, choose one --
* Tap target nonland permanent.
* Untap target nonland permanent.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant-Sized Flying Ant {3}{U}

Creature -- Insect

Flash
Flying
When this creature enters, choose one --
* Tap target nonland permanent.
* Untap target nonland permanent.

[sideboard]

3/2

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, Young Avenger {3}{R}

Legendary Creature -- Human Archer Hero

Reach
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hellcat, Undying Vigilante {G}{G}

Legendary Creature -- Human Hero

Haste
When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

H.E.R.B.I.E. Scout Unit {4}

Artifact Creature -- Robot Scout

Flying
When this creature enters, draw a card, then you may put a land card from your hand onto the battlefield tapped.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hire a Crew {2}{R}

Instant

Create a 2/1 black Villain creature token with menace, then creatures you control get +1/+0 until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

[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

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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

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

Invisible Woman, Sue Storm {4}{W}

Legendary Creature -- Human Hero

Lifelink
Whenever you put one or more +1/+1 counters on one or more other Heroes you control, you may create a 0/4 colorless Wall creature token with defender.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Man, Master of Machines {2}{U}{R}

Legendary Artifact Creature -- Human Hero

Flying, vigilance
Iron Man gets +1/+0 for each other artifact you control.
Whenever Iron Man attacks, if an artifact entered the battlefield under your control this turn, draw a card.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ka-Zar of the Savage Land {4}{G}

Legendary Creature -- Human Barbarian Hero

You may look at the top card of your library any time.
You may play lands from the top of your library.
When Ka-Zar enters, create Zabu, a legendary 2/2 green Cat creature token with "Landfall -- Whenever a land you control enters, put a +1/+1 counter on Zabu."

[sideboard]

3/2

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

Kingpin's Enforcers {2}{B}

Creature -- Human Villain

Lifelink
{2}{B}, Sacrifice an artifact or creature: Draw a card.

[sideboard]

2/3

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King T'Challa {1}{W}{U}

Legendary Creature -- Human Noble Hero

Flash
Whenever a player draws their second card each turn, you draw a card.
{4}{W}{U}: Transform King T'Challa. Activate only as a sorcery.

[sideboard]

3/2

- - - BACK FACE - - -

Black Panther, Hope Enduring {4}{W}{U}

Legendary Creature -- Human Warrior Hero

Flash
Double strike
Prevent all damage that would be dealt to Black Panther.
Whenever Black Panther deals combat damage to a player, draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kree Commandos {2}{W}

Creature -- Kree Soldier Villain

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kree Commandos {2}{W}

Creature -- Kree Soldier Villain

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

K'un-Lun Warrior {1}{R}

Creature -- Human Warrior Hero

When this creature enters, you may sacrifice an artifact or discard a card. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leader, Super-Genius {2}{U}{U}

Legendary Creature -- Gamma Scientist Villain

If a creature you control would connive, instead you draw a card, then that creature connives.
At the beginning of combat on your turn, target creature you control connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

[sideboard]

1/3

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

Machinesmith Automaton {2}{R}

Artifact Creature -- Robot Villain

Trample
Whenever another artifact you control enters, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Incursion {5}{U}{U}

Sorcery

For each nontoken creature you control, create a token that's a copy of that creature, except it isn't legendary.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - tadzionorek - Limited (Limited RC Super Qualifier) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powerful Broker {2}{G}

Creature -- Human Villain

{T}: For each kind of counter on target permanent or player, give that permanent or player another counter of that kind. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quicksilver, Brash Blur {R}

Legendary Creature -- Mutant Hero

If Quicksilver, Brash Blur is in your opening hand, you may begin the game with him on the battlefield.
Haste
Power-up -- {4}{R}: Put a +1/+1 counter and a double strike counter on Quicksilver. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raft Security Officer {1}{W}

Creature -- Human Soldier

{2}, {T}: Tap target creature. This ability costs {1} less to activate if it targets a creature with power 3 or less.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Room Recruit {1}{B}

Creature -- Human Spy Villain

When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reptil, Dinomorpher {G}

Legendary Creature -- Human Hero

Brontosaurus -- {3}: Until end of turn, Reptil becomes a Dinosaur Hero with base power and toughness 3/5 and gains reach and vigilance.
Tyrannosaurus Rex -- {6}: Until end of turn, Reptil becomes a Dinosaur Hero with base power and toughness 6/6 and gains trample.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Rewrite History {2}{U}

Enchantment -- Plan

Whenever one or more creatures you control become tapped, draw a card, then discard a card and put a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it. When you do, return up to two target instant and/or sorcery cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rewrite History {2}{U}

Enchantment -- Plan

Whenever one or more creatures you control become tapped, draw a card, then discard a card and put a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it. When you do, return up to two target instant and/or sorcery cards from your graveyard to your hand.

[sideboard]

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

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

Savage Land Dinosaur {4}{G}{G}

Creature -- Dinosaur

Trample
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]

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Woman, Secret Agent {3}{W/U}

Legendary Creature -- Spider Human Spy Hero

Flash
When Spider-Woman enters, tap target creature an opponent controls. That creature can't become untapped for as long as you control Spider-Woman.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stark Industries

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stark Industries Executive (R)

Creature -- Human Advisor

{2}, {T}: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

1/2

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

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 Strength (4)(G)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +4/+4 and has trample and ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Strength (4)(G)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +4/+4 and has trample and ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

[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

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Swordsman, Sharp Scoundrel {1}{B}

Legendary Creature -- Human Hero Villain

Whenever another Villain you control enters, attach up to one target Equipment you control to target creature you control.
Whenever an equipped creature you control attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swordsman, Sharp Scoundrel {1}{B}

Legendary Creature -- Human Hero Villain

Whenever another Villain you control enters, attach up to one target Equipment you control to target creature you control.
Whenever an equipped creature you control attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Up the Shield {1}{W}

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Up the Shield {1}{W}

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[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

Titania, Rugged Rumbler {2}{B/G}

Legendary Creature -- Human Villain

As an additional cost to cast this spell, discard a card or pay {2}.
Ward--Discard a card or pay {2}. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card or pays {2}.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trickster's Stratagem {3}{U}

Sorcery

The owner of target creature an opponent controls puts it into their library second from the top or on the bottom. Then up to one target creature you control connives. (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

Trickster's Stratagem {3}{U}

Sorcery

The owner of target creature an opponent controls puts it into their library second from the top or on the bottom. Then up to one target creature you control connives. (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

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Truck Toss {2}{R}{R}

Instant

This spell costs {2} less to cast if you control a Vehicle.
Truck Toss deals 4 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercover Skrull {1}{G}

Creature -- Skrull Shapeshifter Villain

As long as there are two or more creature cards in your graveyard, this creature gets +2/+2 and is all creature types.
{T}: Add one mana of any color.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vibranium Energy Daggers {1}

Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +2/+2.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

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

Visions of Villainy {2}{B}

Instant

This spell costs {1} less to cast if you control a Villain.
You draw two cards and lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Playtest cards - tadzionorek - Limited (Limited RC Super Qualifier) sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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.

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

Wonder Man, Hollywood Hero {3}{R}{R}

Legendary Creature -- Human Performer Hero

Flying
Each power-up ability of permanents you control can be activated an additional time.
Power-up -- {5}{R}{R}: Put two +1/+1 counters on Wonder Man. (Activate each power-up ability only . . . once? Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wonder Man, Hollywood Hero {3}{R}{R}

Legendary Creature -- Human Performer Hero

Flying
Each power-up ability of permanents you control can be activated an additional time.
Power-up -- {5}{R}{R}: Put two +1/+1 counters on Wonder Man. (Activate each power-up ability only . . . once? Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

4/4

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.