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 Maria Hill {W}

Legendary Creature -- Human Spy Hero

Whenever Agent Maria Hill becomes tapped to pay a teamwork cost, put a +1/+1 counter on her and draw a card.

[sideboard]

2/1

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

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

Card

(Theme color: {W})

[sideboard]

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

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

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.

Ares, God of War {1}{B}{R}

Legendary Creature -- God Warrior Villain

Ares attacks each combat if able.
Whenever an attacking creature you control dies, return that card to its owner's hand.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arnim Zola, Bio-Fanatic {2}{B}

Legendary Artifact Creature -- Scientist Villain

{3}, {T}: Create a tapped 2/1 black Villain creature token with menace. Activate only if there are two or more creature cards in your graveyard. (It can't be blocked except by two or more creatures.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baron Strucker, HYDRA Overlord {2}{B}

Legendary Creature -- Human Villain

Villain spells you cast cost {1} less to cast.
Whenever another Villain you control enters, you may have it connive. Do this only once each turn. (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

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

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

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

Claim the Kingdom {1}{G}

Enchantment -- Plan

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control and a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it. When you do, put an indestructible counter on target creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cosmic Cube {5}

Artifact

Ward {2}
Whenever you attack, look at the top six cards of your library. You may cast a spell from among them with mana value less than or equal to the greatest power among attacking creatures you control without paying its mana cost. Put the rest on the bottom of your library in a random order.

[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.

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

Decoy Ploy (1)(B)

Instant

Choose one or both --
* Return target Villain card from your graveyard to your hand.
* Return target Hero card from your graveyard to your hand.

[sideboard]

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

Doc Samson, Super Psychiatrist (4)(G)

Legendary Creature -- Gamma Doctor Hero

If you would put one or more counters on a permanent you control, put that many plus one of each of those kinds of counters on that permanent instead.
{T}: Add X mana of any one color, where X is Doc Samson's power.

[sideboard]

3/6

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

Fisk Tower

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fisk Tower

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frozen in Ice (2)(U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature loses all abilities and can't become untapped.

[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.

Giant Growth {G}

Instant

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

[sideboard]

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

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

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

Hercules, Prince of Power {2}{G}

Legendary Creature -- Demigod Warrior Hero

Power-up -- {4}{G}: Put a +1/+1 counter on Hercules. He gains vigilance, indestructible, and haste until end of turn. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

3/3

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

Playtest cards - duke12 - Limited (Limited RC Super Qualifier) sheet 4/11 - 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.

Hulkling, Burgeoning Bruiser (2)(G)

Legendary Creature -- Kree Skrull Hero

Vigilance
Whenever another creature you control enters, if it has greater power or toughness than Hulkling, put a +1/+1 counter on Hulkling.

[sideboard]

2/3

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 Troopers (2)(B)

Creature -- Human Soldier Villain

When this creature enters, create a tapped 2/1 black Villain creature token with menace if there are two or more creature cards in your graveyard. Otherwise, mill two cards. (Put the top two cards of your library into your graveyard.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

I Am Iron Man (2)(U)

Instant

Until end of turn, target artifact or creature becomes an artifact creature with base power and toughness 4/4 and gains flying.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

I Am Iron Man (2)(U)

Instant

Until end of turn, target artifact or creature becomes an artifact creature with base power and toughness 4/4 and gains flying.
Draw a card.

[sideboard]

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

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

Playtest cards - duke12 - Limited (Limited RC Super Qualifier) sheet 5/11 - 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.

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

Kingpin's Enforcers {2}{B}

Creature -- Human Villain

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

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 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

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

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

Moonstone, Harsh Mistress {3}{B}

Legendary Creature -- Human Doctor Villain

Flying
Whenever you discard a card, you may exile that card from your graveyard. If you do, until the end of your next turn, you may play that card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - duke12 - Limited (Limited RC Super Qualifier) sheet 6/11 - 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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

Pet Avengers {3}{G}

Creature -- Dragon Cat Dog Bird Frog Hero

Reach
Power-up -- {6}{G}: Put a +1/+1 counter on this creature and create a 3/2 white Hero creature token with vigilance. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

4/4

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

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

Playtest cards - duke12 - Limited (Limited RC Super Qualifier) sheet 7/11 - 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.

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

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

Rapid Rescue G

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

[sideboard]

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

Restorative Technique 2G

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

Ronin, Shadow Stalker 2B

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

S.H.I.E.L.D. Deployment Drone 2U

Artifact Creature -- Robot

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

S.H.I.E.L.D. Spy Kit W

Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature attacks alone, untap it and scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

S.H.I.E.L.D. Spy Kit W

Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature attacks alone, untap it and scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - duke12 - Limited (Limited RC Super Qualifier) sheet 8/11 - 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.

Shuri, Wakandan Inventor {1}{U}

Legendary Creature -- Human Artificer Hero

Artifact spells you cast cost {1} less to cast.
{1}, {T}: Target artifact you control becomes a copy of a second target artifact you control until end of turn, except it isn't legendary. Activate only as a sorcery.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speed, Young Avenger {1}{R}

Legendary Creature -- Mutant Hero

Haste
Whenever you cast a noncreature spell, you may pay {1}. When you do, target creature with haste can't be blocked this turn except by creatures with haste.

[sideboard]

2/2

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

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

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

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

The Mind Stone {1}{W}

Legendary Artifact -- Infinity Stone

Indestructible
{T}: Add {W}.
{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)
inf -- At the beginning of your end step, exile up to one other target nonland permanent you control, then return that card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wondrous Wasp {1}{U}

Legendary Creature -- Human Hero

Flash
Flying
Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - duke12 - Limited (Limited RC Super Qualifier) sheet 9/11 - 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.

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

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

Vision of Love {1}{R}

Instant

You may sacrifice an artifact or discard a card. If you do, draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision of Love {1}{R}

Instant

You may sacrifice an artifact or discard a card. If you do, draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision of Love {1}{R}

Instant

You may sacrifice an artifact or discard a card. If you do, draw two cards.

[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

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

Playtest cards - duke12 - 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.

Whiplash, Vengeful Engineer {B}

Legendary Creature -- Human Artificer Villain

Whiplash enters tapped.
Whenever Whiplash attacks, if he's equipped, each opponent loses X life and you gain X life, where X is the number of Equipment attached to him.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Tiger, Ava Ayala {1}{G}

Legendary Creature -- Human Hero

Power-up -- {5}{G}: Put a +1/+1 counter on White Tiger and create The Tiger God, a legendary 4/4 green Cat God creature token with "The Tiger God can't be blocked by more than one creature." (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Widow, Free Agent {3}{W}

Legendary Creature -- Human Hero Villain

When White Widow enters, choose one --
* Put a +1/+1 counter on each of up to two target creatures.
* Return target artifact or enchantment card from your graveyard to your hand.

[sideboard]

2/3

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

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