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

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[sideboard]

3/2

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

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[sideboard]

1/3

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

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

Evil's Thrall (2)(R)

Sorcery

Gain control of target creature until end of turn. If you control a Villain with greater mana value than that creature, gain control of that creature until the end of your next turn instead. Untap that creature. It gains haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Elfandor - Limited (Limited RC Super Qualifier) sheet 1/6 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Futurist Forge (1)(U)

Artifact

When this artifact enters, draw a card.
{3}{U}, Sacrifice this artifact: Draw two cards.

[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

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

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

Playtest cards - Elfandor - Limited (Limited RC Super Qualifier) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

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Guerrilla Gorilla {1}{G}

Creature -- Ape Soldier Hero

Reach
Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guerrilla Gorilla {1}{G}

Creature -- Ape Soldier Hero

Reach
Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye's Bow {R}

Artifact -- Equipment

Equipped creature gets +1/+0 and has reach.
Whenever equipped creature becomes tapped, it deals 1 damage to each opponent.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[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

Hulk, Gamma Goliath {3}{R}{G}

Legendary Creature -- Gamma Berserker Hero

Reach, trample
Power-up abilities of other creatures you control cost {3} less to activate.
Power-up -- {6}{R}{G}: Put five +1/+1 counters on Hulk. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

6/5

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

Human Torch, Johnny Storm {2}{R}

Legendary Creature -- Human Hero

Flying
Whenever you draw a card, if you control another Hero, Human Torch deals 1 damage to target opponent.
Power-up -- {6}{R}: Put three +1/+1 counters on Human Torch. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

2/2

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Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Justice, Vance Astrovik 2U

Legendary Creature -- Mutant Hero

Flying
When Justice enters, return up to one target nonland, nontoken permanent to its owner's hand. Whenever another nonland permanent you control is returned to its owner's hand, put a +1/+1 counter on Justice.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Wundagore 1G

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 4R

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 1R

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

Mister Hyde, Monster Within 2G

Legendary Creature -- Human Villain

At the beginning of your upkeep, choose one --
* Put a +1/+1 counter on Mister Hyde.
* Remove a counter from a creature you control. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pet Avengers 3G

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

Red Hulk 4RR

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

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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

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

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

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

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

Surveillance Room

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thor Odinson {3}{R}{W}

Legendary Creature -- God Warrior Hero

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

[sideboard]

4/4

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

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]

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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

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

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