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

Atlantis Attacks (5)(U)(U)

Sorcery

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.
* Target player creates a 6/5 blue Leviathan creature token with hexproof.
* Return one or two target nonland permanents to their owners' hands.

[sideboard]

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

Bruce Banner

Card

[sideboard]

- - - OTHER FACE - - -

Bruce Banner

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SychozMagic - Limited (Limited RC Super Qualifier) sheet 1/11 - 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.

Bullseye, Death Dealer {2}{B/R}

Legendary Creature -- Human Assassin Villain

When Bullseye enters, you may sacrifice an artifact or discard a nonland card. When you do, Bullseye deals 2 damage to any target.
{3}, {T}, Sacrifice an artifact or discard a nonland card: Bullseye deals 2 damage to any target.

[sideboard]

2/3

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 Marvel, Earth's Protector {3}{W}{W}

Legendary Creature -- Human Kree Hero

Flash
Flying, lifelink
Power-up -- {5}{W}{W}: Put a +1/+1 counter and an indestructible counter on Captain Marvel. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colleen Wing, Street Samurai {1}{W}

Legendary Creature -- Human Samurai Hero

Whenever you cast a spell that targets a creature you control, put a +1/+1 counter on Colleen Wing. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Deed {1}{B}

Instant

Target creature gets -4/-4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Deed {1}{B}

Instant

Target creature gets -4/-4 until end of turn.

[sideboard]

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

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

Playtest cards - SychozMagic - Limited (Limited RC Super Qualifier) sheet 2/11 - 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.

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

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

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

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

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

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-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

Grim Reaper, Lethal Legionnaire {3}{B}

Legendary Creature -- Human Villain

Whenever Grim Reaper attacks, you may pay {3}{B}. When you do, return target creature card from your graveyard to the battlefield tapped and attacking with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)

[sideboard]

3/4

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

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

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

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

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

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.

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

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

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 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 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

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

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

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.

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

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

Madame Masque {4}{B}

Legendary Creature -- Human Villain

When Madame Masque enters, she connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
Whenever you draw your second card each turn, create a 2/1 black Villain creature token with menace. (It can't be blocked except by two or more creatures.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird, Ace Agent {3}{W}

Legendary Creature -- Human Spy Hero

Double strike
Whenever you cast a spell that targets a creature you control, put a +1/+1 counter on Mockingbird.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monica Rambeau {2}{W}

Legendary Creature -- Human Hero

Flying, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{2}{R}{W}{W}: Transform Monica Rambeau. Activate only as a sorcery.

[sideboard]

3/3

- - - BACK FACE - - -

Photon, Living Light {2}{R}{W}{W}

Legendary Creature -- Elemental Hero

Flying, hexproof, prowess
Whenever you cast a noncreature spell, put a +1/+1 counter on each other creature you control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murdock's Crusade {1}{W}

Sorcery

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.
* Street Justice -- Exile target creature with toughness 4 or greater.
* Legal Justice -- Exile target enchantment with mana value 4 or greater.

[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

Pym Technologies

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SychozMagic - 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.

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

Raft Security Officer 1W

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 Guardian, Super-Soldier 2W

Legendary Creature -- Human Soldier Villain

Flash
When Red Guardian enters, destroy target creature an opponent controls that dealt damage this turn.

[sideboard]

2/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repulsor Blast 3R

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

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

Savage Land Dinosaur 4GG

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

Secret Invasion 1UU

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile up to one target creature other than enchanted creature until this Aura leaves the battlefield. Enchanted creature becomes a copy of that creature until this Aura leaves the battlefield.
Enchanted creature has ward {2}.

[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.

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

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

Spider-Man, To the Rescue {2}{G/W}

Legendary Creature -- Spider Human Hero

Flash
Reach, vigilance
No One Dies! -- When Spider-Man enters, you may tap him. When you do, another target nonattacking creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

3/2

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

Super-Skrull {1}{B}{B}{B}

Legendary Creature -- Skrull Shapeshifter Villain

Flying
{2}{W}: Create a 0/4 colorless Wall creature token with defender.
{3}{G}: Super-Skrull gets +4/+4 until end of turn.
{4}{R}: Super-Skrull deals 4 damage to target creature.
{5}{U}: Target player draws four cards.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super-Soldier Serum {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types.
Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it.

[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

Playtest cards - SychozMagic - 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.

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

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

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

Team Tactics {1}{R}

Instant

Teamwork 1 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 1 or more.)
Target creature gains double strike until end of turn. If this spell was cast using teamwork, that creature also gains trample until end of turn.

[sideboard]

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

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.

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

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

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

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

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

Playtest cards - SychozMagic - 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.

Wakandan Royal Guard 4G

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

Widow's Bite 1B

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

Widow's Bite 1B

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 3RR

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

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