

Cruel Alliance 2B 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.) Exile target creature with mana value 3 or less. If this spell was cast using teamwork, instead exile target creature and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruel Alliance 2B 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.) Exile target creature with mana value 3 or less. If this spell was cast using teamwork, instead exile target creature and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cruel Alliance 2B 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.) Exile target creature with mana value 3 or less. If this spell was cast using teamwork, instead exile target creature and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Deed 1B Instant Target creature gets -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dark Deed 1B Instant Target creature gets -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doctor Doom 4BB Legendary Creature -- Human Scientist Villain When Doctor Doom enters, create two 3/3 colorless Robot Villain artifact creature tokens named Doombot. As long as you control an artifact creature or a Plan, Doctor Doom has indestructible. At the beginning of your end step, you draw a card and lose 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Instant

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

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."
```

3/2

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 Zabú, a legendary 2/2 green Cat creature token with "Landfall -- Whenever a land you control enters, put a +1/+1 counter on Zabú." 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. 3/3 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	M.O.D.O.K. (3)(B)(B) Legendary Artifact Creature -- Villain Flying, lifelink Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) Designed Only for Killing -- Creatures your opponents control get -1/-1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Project Deathlok Soldier (B) Artifact Creature -- Zombie Soldier {2}{B}: Return this card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Project Deathlok Soldier (B) Artifact Creature -- Zombie Soldier {2}{B}: Return this card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Project Deathlok Soldier (B) Artifact Creature -- Zombie Soldier {2}{B}: Return this card from your graveyard to your hand. 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serpent Specialist 6 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serpent Specialist 6 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Man, To the Rescue 2 6/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.) 3/2 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}. 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}. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Coming of Galactus 2B B G Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Destroy up to one target nonland permanent. II, III -- Each opponent loses 2 life. IV -- Create Galactus, a legendary 16/16 black Elder Alien creature token with flying, trample, and "Whenever Galactus attacks, destroy target land." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Grim Reaper, Lethal Legionnaire ③⑧ 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 ①⑥ 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 ①⑥ 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 ①⑥ 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
She-Hulk, Jade Defender ③⑥ Legendary Creature -- Gamma Hero Reach, trample Power-up -- {4}{G}{G}: Destroy up to one target artifact or enchantment. Put a +1/+1 counter on She-Hulk. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	She-Hulk, Jade Defender ③⑥ Legendary Creature -- Gamma Hero Reach, trample Power-up -- {4}{G}{G}: Destroy up to one target artifact or enchantment. Put a +1/+1 counter on She-Hulk. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Widow's Bite ①⑧ 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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Widow's Bite ①⑧ 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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev