Aerial Doombot {U}

Artifact Creature -- Robot Villain

Flying
Power-up -- {5}{U}: Put three +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

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

Alien Invasion {1}{R}{R}{G}

Enchantment

At the beginning of combat on your turn, create a 1/1 red Alien creature token with haste and "This token attacks each combat if able." Put a +1/+1 counter on it for each invasion counter on this enchantment, then put an invasion counter on this enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ant-Man, Colony Commander {1}{G}{U}

Legendary Creature -- Human Rogue Hero

Whenever Ant-Man attacks, you may pay {1}. When you do, put a +1/+1 counter on target creature.
Whenever you put a +1/+1 counter on a creature, create a 1/1 green Insect creature token. This ability triggers only once each turn.

[sideboard]

2/2

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

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

Playtest cards - Guilom - 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.

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

Birnin Zana Plaza

Land

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

[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

Captain America's Shield (2)

Legendary Artifact -- Equipment

Indestructible
Equipped creature gets +0/+8 and has vigilance.
Whenever equipped creature attacks, tap target creature defending player controls.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Cruel Alliance (2)(B)

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.

[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

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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

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

Giant Growth (G)

Instant

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

[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

Hawkeye, Master Marksman (1)(R)

Legendary Creature -- Human Archer Hero

Reach, first strike
Trick Arrows -- Whenever Hawkeye becomes tapped, you may pay {1} up to three times. When you do, choose up to that many --
* Net -- Target creature can't block this turn.
* Explosive -- Hawkeye deals 2 damage to target player.
* Boomerang -- Discard a card, then draw a card.

[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

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

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

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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 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

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 Lad, Diverging Destiny (2)(U)

Legendary Artifact Creature -- Human Hero

Flying, vigilance
You may look at the top card of your library any time.
{T}: Reveal the top card of your library. If it's an artifact card, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Lad, Diverging Destiny (2)(U)

Legendary Artifact Creature -- Human Hero

Flying, vigilance
You may look at the top card of your library any time.
{T}: Reveal the top card of your library. If it's an artifact card, draw a card.

[sideboard]

2/2

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Iron Man, Master of Machines 2UR

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

Jessica Jones, Private Eye 2R

Legendary Creature -- Human Detective Hero

{T}, Put a stun counter on Jessica Jones: Exile the top X cards of your library, where X is Jessica Jones's power. You may play those cards this turn. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Klaw, Sonic Subjugator 2B

Legendary Creature -- Human Rogue Villain

Sonic Attack -- When Klaw enters, target player reveals a number of cards from their hand equal to one plus the number of creature cards in your graveyard. You choose one of them. That player discards that card.

[sideboard]

2/2

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

Leader, Super-Genius 2UU

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Night Nurse, Healer of Heroes {1}{W}

Legendary Creature -- Human Doctor Hero

Flash
Lifelink
When Night Nurse enters, choose target permanent card in your graveyard that was put there from anywhere this turn. Return it to your hand.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okoye, Dora Milaje Leader {3}{W}

Legendary Creature -- Human Warrior Hero

When Okoye enters, create two 1/1 white Soldier creature tokens. Attacking creature tokens you control have first strike.

[sideboard]

3/2

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

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

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 Particles

Card

(Theme color: {U})

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 {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

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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

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

Restorative Technique {2}{G}

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

Restorative Technique {2}{G}

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

Roxxon Brutes {4}{B}

Creature -- Human Berserker Villain

Menace (This creature can't be blocked except by two or more creatures.)
Whenever you draw your second card each turn, put a +1/+1 counter on target 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]

4/4

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

Scientist Supreme of A.I.M. {U}{B}

Legendary Creature -- Human Scientist Villain

Pay 2 life: Copy target activated or triggered ability you control from an artifact source. You may choose new targets for the copy. Activate only during your turn and only once each turn. (Mana abilities can't be targeted.)

[sideboard]

2/2

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

Playtest cards - Guilom - Limited (Limited RC Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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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

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

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 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

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

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

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The Masters of Evil {5}{B}

Legendary Creature -- Human Villain

Other Villains you control get +2/+1.
{1}{B}, Discard this card: Search your library for a Plan card, reveal it, put it into your hand, then shuffle.

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Thing, Ben Grimm {5}{G}

Legendary Creature -- Human Hero

Trample
Whenever one or more Heroes you control deal damage to a player, put two +1/+1 counters on The Thing.

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Unbeatable Squirrel Girl {1}{G}{G}{G}

Legendary Creature -- Squirrel Human Hero

Do You Like Squirrels? -- Whenever The Unbeatable Squirrel Girl enters or attacks, create a 1/1 green Squirrel creature token.
I LOVE Squirrels! -- {1}{G}{G}{G}: Create X 1/1 green Squirrel creature tokens, where X is the number of Squirrels you control.

[sideboard]

4/4

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

Training Regimen {3}{G}

Enchantment

Creatures you control with +1/+1 counters on them have trample.
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

[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

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

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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

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

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 Royal Guard {4}{G}

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

War Machine, Legacy of Iron {2}{R/W}

Legendary Artifact Creature -- Human Hero

Flying
At the beginning of combat on your turn, another target creature you control gets +X/+0 until end of turn, where X is War Machine's power.

[sideboard]

1/3

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

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

Playtest cards - Guilom - 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.

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

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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

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

Playtest cards - Guilom - 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.