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

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 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 Phil Coulson (1)(W)

Legendary Creature -- Human Spy Hero

Vigilance
{T}: Put a +1/+1 counter on each other Hero you control.

[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

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

Playtest cards - Crzy_Lady_Vaughn - 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.

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

Asgardian Citadel

Land

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

[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

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

Brave Brawler {1}{W}

Creature -- Human Warrior Hero

Lifelink
Power-up -- {4}{W}: 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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

Captain Mar-Vell, Space-Born {4}{W}

Legendary Creature -- Kree Soldier Hero

Flying, vigilance
Cosmic Awareness -- As long as an opponent has cast a spell this turn, you may cast spells as though they had flash.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain Mar-Vell, Space-Born {4}{W}

Legendary Creature -- Kree Soldier Hero

Flying, vigilance
Cosmic Awareness -- As long as an opponent has cast a spell this turn, you may cast spells as though they had flash.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Operative {3}{R}

Artifact Creature -- Human Villain

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

3/2

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

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

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

Falcon's Wing Harness {1}{U}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1 and has flying and ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {2}{U} ({2}{U}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

[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

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

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

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

Playtest cards - Crzy_Lady_Vaughn - Limited (Limited RC Super Qualifier) sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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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

Hire a Crew {2}{R}

Instant

Create a 2/1 black Villain creature token with menace, then creatures you control get +1/+0 until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hire a Crew {2}{R}

Instant

Create a 2/1 black Villain creature token with menace, then creatures you control get +1/+0 until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

[sideboard]

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 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

Hydraulic Helper {1}{U}

Artifact Creature -- Robot

Defender
{T}: Add {U}. This mana can't be spent to cast a nonartifact spell.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ironheart, Clever Champion {4}{U}

Legendary Artifact Creature -- Human Hero

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Flying
Noncreature spells you cast have improvise.

[sideboard]

3/4

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

Justice, Vance Astrovik {2}{U}

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

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

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

Leader, Super-Genius {2}{U}{U}

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

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

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Moon Girl and Devil Dinosaur {1}{G}{U}

Legendary Creature -- Human Dinosaur Hero

Whenever you draw your second card each turn, until end of turn, Moon Girl and Devil Dinosaur's base power and toughness become 6/6 and they gain trample.
Whenever an artifact you control enters, draw a card. This ability triggers only once each turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Photon Blast Barrage {X}{R}{R}

Sorcery

When you cast this spell, copy it X times. You may choose new targets for the copies.
Photon Blast Barrage deals 1 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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

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

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

Quicksilver, Brash Blur {R}

Legendary Creature -- Mutant Hero

If Quicksilver, Brash Blur is in your opening hand, you may begin the game with him on the battlefield.
Haste
Power-up -- {4}{R}: Put a +1/+1 counter and a double strike counter on Quicksilver. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

1/1

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

Red Room Recruit {1}{B}

Creature -- Human Spy 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.)

[sideboard]

1/2

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

Rick Jones, Destined Sidekick {G}

Legendary Creature -- Human Advisor

{3}, {T}: Mill four cards. You may put a Hero or enchantment card from among those cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ronin, Shadow Stalker {2}{B}

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

Ronin, Shadow Stalker {2}{B}

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

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

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She-Hulk, Jade Defender 3G

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 3G

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

S.H.I.E.L.D. Helicarrier 4

Artifact -- Vehicle

Flying
When this Vehicle enters, create two 1/1 white Soldier creature tokens.
Crew 6 (Tap any number of creatures you control with total power 6 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

4/5

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

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

Super Suit 1U

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

Super Suit 1U

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

Super Villain Lockup 1W

Enchantment

Flash
When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Too Evil to Stay Dead {2}{B}

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 target creature card in your graveyard with mana value 4 or less. If this spell was cast using teamwork, instead choose target creature card in your graveyard. Return the chosen card to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

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.

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

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

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

Playtest cards - Crzy_Lady_Vaughn - 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.