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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - trachy, trachy - Unknown format (Curiosity MTG: Marvel Week 4) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Basic Land -- Island

({T}: Add {U}.)

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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.

2/2

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Justice, Vance Astrovik (2)(U)

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Kang the Conqueror (2)(U)(U)

Legendary Creature -- Human Villain

Flying
Power-up -- {5}{U}{U}{U}: Put a +1/+1 counter on Kang. Take an extra turn after this one. During that turn, power-up abilities can't be activated. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

4/5

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

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3/2

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.)

1/3

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell costs {2} less to cast if there are two or more creature cards in your graveyard.
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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}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

She-Hulk, Jade Defender (3)(G)

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.)

4/4

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4/4

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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The Wondrous Wasp (1)(U)

Legendary Creature -- Human Hero

Flash
Flying
Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.

2/1

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - trachy, trachy - Unknown format (Curiosity MTG: Marvel Week 4) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

We Say Thee Nay! (1)(U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cosmic Cube {5}

Artifact

Ward {2}
Whenever you attack, look at the top six cards of your library. You may cast a spell from among them with mana value less than or equal to the greatest power among attacking creatures you control without paying its mana cost. Put the rest on the bottom of your library in a random order.

[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

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[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

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

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - trachy, trachy - Unknown format (Curiosity MTG: Marvel Week 4) sheet 6/6 - 8 cards - 2.5 x 3.5 in each

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