Ademi of the Silkchutes

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ademi of the Silkchutes

(card data unavailable)

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.

2/2

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Araña, Heart of the Spider {1}{R}{W}

Legendary Creature -- Spider Human Hero

Whenever you attack, put a +1/+1 counter on target attacking creature.
Whenever a modified creature you control deals combat damage to a player, exile the top card of your library. You may play that card this turn. (Equipment, Auras you control, and counters are modifications.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avengers Tower

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Hero spell or to activate an ability of a Hero source.
{4}, {T}: Look at the top three cards of your library. You may reveal a Hero card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

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.

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Captain America, Super-Soldier {1}{W}{W}

Legendary Creature -- Human Soldier Hero

First strike
Captain America enters with a shield counter on him. (If he would be dealt damage or destroyed, remove a shield counter from him instead.)
As long as Captain America has a shield counter on him, you and other Heroes you control have hexproof.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain America, Super-Soldier {1}{W}{W}

Legendary Creature -- Human Soldier Hero

First strike
Captain America enters with a shield counter on him. (If he would be dealt damage or destroyed, remove a shield counter from him instead.)
As long as Captain America has a shield counter on him, you and other Heroes you control have hexproof.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
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{T}: Add {C}.
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Cren, Undercity Dreamer

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cren, Undercity Dreamer

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennifer Walters {1}{W}

Legendary Creature -- Human Advisor Hero

Your opponents can't cast spells during your turn.
{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.

2/3

- - - BACK FACE - - -

The Sensational She-Hulk {3}{G}{W}{W}

Legendary Creature -- Gamma Hero

Reach, trample
Your opponents can't cast spells during your turn.
Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Playtest cards - Predrag133 - Standard (Standard League) sheet 3/10 - 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.

Nia, Skysail Storyteller

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nia, Skysail Storyteller

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Rizna, the Spider-Crowned

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(card data unavailable)

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Rizna, the Spider-Crowned

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scions of the Ur-Spider

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, choose a creature type.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spider-Punk 1R

Legendary Creature -- Spider Human Hero

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.
Spells and abilities can't be countered.
Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Spider Human Hero

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Damage can't be prevented.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Surris, Spidersilk Innovator

(card data unavailable)

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Surris, Spidersilk Innovator

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Forest Plains

({T}: Add {G} or {W}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yera and Oski, Weaver and Guide

(card data unavailable)

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Yera and Oski, Weaver and Guide

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zack Fair (W)

Legendary Creature -- Human Soldier

Zack Fair enters with a +1/+1 counter on it.
{1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Predrag133 - Standard (Standard League) sheet 7/10 - 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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Zack Fair enters with a +1/+1 counter on it.
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0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zora, Spider Fancier

(card data unavailable)

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(card data unavailable)

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Zora, Spider Fancier

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ademi of the Silkchutes

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Truce {1}{W}

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.

[sideboard]

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Mai, Scornful Striker {1}{B}

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Predrag133 - Standard (Standard League) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Winnowing {4}{W}{W}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Predrag133 - Standard (Standard League) sheet 10/10 - 3 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.