Anti-Venom, Horrifying Healer {W}{W}{W}{W}{W}

Legendary Creature -- Symbiote Hero

When Anti-Venom enters, if he was cast, return target creature card from your graveyard to the battlefield.
If damage would be dealt to Anti-Venom, prevent that damage and put that many +1/+1 counters on him.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aunt May {W}

Legendary Creature -- Human Citizen

Whenever another creature you control enters, you gain 1 life. If it's a Spider, put a +1/+1 counter on it.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bagel and Schmear {1}

Artifact -- Food

Share -- {W}, {T}, Sacrifice this artifact: Put a +1/+1 counter on up to one target creature. Draw a card. Activate only as a sorcery.
Nosh -- {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City Pigeon {W}

Creature -- Bird

Flying
When this creature leaves the battlefield, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damage Control Crew {3}{G}

Creature -- Human Citizen

When this creature enters, choose one --
* Repair -- Return target card with mana value 4 or greater from your graveyard to your hand.
* Impound -- Exile target artifact or enchantment.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flash Thompson, Spider-Fan {1}{W}

Legendary Creature -- Human Citizen

Flash
When Flash Thompson enters, choose one or both --
* Heckle -- Tap target creature.
* Hero Worship -- Untap target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Disco360 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 1/8 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Disco360 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 2/8 - 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.

Gallant Citizen {G/W}{G/W}

Creature -- Human Citizen

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallant Citizen {G/W}{G/W}

Creature -- Human Citizen

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guy in the Chair {2}{G}

Creature -- Human Advisor

{T}: Add one mana of any color.
Web Support -- {2}{G}, {T}: Put a +1/+1 counter on target Spider. Activate only as a sorcery.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Spider, Stark Upgrade {3}

Legendary Artifact Creature -- Spider Hero

Vigilance
{T}: Put a +1/+1 counter on each artifact creature and/or Vehicle you control.
{2}, Remove two +1/+1 counters from among artifacts you control: Draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraven the Hunter {1}{B}{G}

Legendary Creature -- Human Warrior Villain

Trample
Whenever a creature an opponent controls with the greatest power among creatures that player controls dies, draw a card and put a +1/+1 counter on Kraven the Hunter.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lizard, Connors's Curse {2}{G}{G}

Legendary Creature -- Lizard Villain

Trample
Lizard Formula -- When Lizard, Connors's Curse enters, up to one other target creature loses all abilities and becomes a green Lizard creature with base power and toughness 4/4.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lizard, Connors's Curse {2}{G}{G}

Legendary Creature -- Lizard Villain

Trample
Lizard Formula -- When Lizard, Connors's Curse enters, up to one other target creature loses all abilities and becomes a green Lizard creature with base power and toughness 4/4.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lurking Lizards {1}{G}

Creature -- Lizard Villain

Trample
Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature.

1/3

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.

Mary Jane Watson {1}{G/W}

Legendary Creature -- Human Performer

Whenever a Spider you control enters, draw a card. This ability triggers only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Spider-Man {1}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Create a 2/1 green Spider creature token with reach.
II -- Put a +1/+1 counter on target creature you control. It becomes a legendary Spider Hero in addition to its other types.
III -- Target creature you control gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pictures of Spider-Man {2}{G}

Artifact

When this artifact enters, look at the top five cards of your library. You may reveal up to two creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order.
{1}, {T}, Sacrifice this artifact: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Disco360 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 4/8 - 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professional Wrestler {3}{G}

Creature -- Human Warrior Performer

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
This creature can't be blocked by more than one creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radioactive Spider {G}

Creature -- Spider

Reach, deathtouch
Fateful Bite -- {2}, Sacrifice this creature: Search your library for a Spider Hero card, reveal it, put it into your hand, then shuffle.
Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Disco360 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 5/8 - 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.

Radioactive Spider {G}

Creature -- Spider

Reach, deathtouch
Fateful Bite -- {2}, Sacrifice this creature: Search your library for a Spider Hero card, reveal it, put it into your hand, then shuffle.
Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silver Sable, Mercenary Leader {2}{W}

Legendary Creature -- Human Mercenary Hero

When Silver Sable enters, put a +1/+1 counter on another target creature.
Whenever Silver Sable attacks, target modified creature you control gains lifelink until end of turn.
(Equipment, Auras you control, and counters are modifications.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectacular Tactics {1}{W}

Instant

Choose one --
* Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn.
* Destroy target creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Bot {2}

Artifact Creature -- Spider Robot Scout

Reach
When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Girl, Legacy Hero {G}{W}

Legendary Creature -- Spider Human Hero

During your turn, Spider-Girl has flying.
When Spider-Girl leaves the battlefield, create a 1/1 green and white Human Citizen creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Girl, Legacy Hero {G}{W}

Legendary Creature -- Spider Human Hero

During your turn, Spider-Girl has flying.
When Spider-Girl leaves the battlefield, create a 1/1 green and white Human Citizen creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Ham, Peter Porker {1}{G}

Legendary Creature -- Spider Boar Hero

When Spider-Ham enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Animal May-Ham -- Other Spiders, Boars, Bats, Bears, Birds, Cats, Dogs, Frogs, Jackals, Lizards, Mice, Otters, Rabbits, Raccoons, Rats, Squirrels, Turtles, and Wolves you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Mobile {3}

Artifact -- Vehicle

Trample
Whenever this Vehicle attacks or blocks, it gets +1/+1 until end of turn for each Spider you control.
Crew 2

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Disco360 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 6/8 - 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.

Spider-Rex, Daring Dino {4}{G}{G}

Legendary Creature -- Spider Dinosaur Hero

Reach, trample
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suburban Sanctuary

Land

This land enters tapped.
{T}: Add {G} or {W}.
{4}, {T}: 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

Suburban Sanctuary

Land

This land enters tapped.
{T}: Add {G} or {W}.
{4}, {T}: 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

Subway Train {2}

Artifact -- Vehicle

When this Vehicle enters, you may pay {G}. If you do, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sudden Strike {1}{W}

Instant

Destroy target attacking or blocking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thwip! {W}

Instant

Target creature gets +2/+2 and gains flying until end of turn. If it's a Spider, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urban Retreat

Land

This land enters tapped.
{T}: Add {G}, {W}, or {U}.
{2}, Return a tapped creature you control to its owner's hand: Put this card from your hand onto the battlefield. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Web of Life and Destiny {6}{G}{G}

Enchantment

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.)
At the beginning of combat on your turn, look at the top five cards of your library. You may put a creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random 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.

Web-Shooters {1}{W}

Artifact -- Equipment

Equipped creature gets +1/+1 and has reach and "Whenever this creature attacks, tap target creature an opponent controls."
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Web Up {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Web-Warriors {4}{G/W}

Creature -- Spider Hero

When this creature enters, put a +1/+1 counter on each other creature you control.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

With Great Power...

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Disco360 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG sheet 8/8 - 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.