

Agents of HYDRA

Creature -- Human Spy Villain

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Call Damage Control

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.

- * Target artifact card.
- * Target creature card.
- * Target enchantment card.
- * Target land card.

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Claim the Kingdom

Enchantment -- Plan

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control and a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it. When you do, put an indestructible counter on target creature you control.

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Cruel Alliance

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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.

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doctor Doom 4 B B Legendary Creature -- Human Scientist Villain When Doctor Doom enters, create two 3/3 colorless Robot Villain artifact creature tokens named Doombot. As long as you control an artifact creature or a Plan, Doctor Doom has indestructible. At the beginning of your end step, you draw a card and lose 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doom Reigns Supreme 1 B Enchantment -- Plan Whenever a Villain you control enters, each opponent loses 1 life and you gain 1 life. Put a plan counter on this enchantment. When the fifth plan counter is put on this enchantment, sacrifice it. When you do, target opponent exiles the top five cards of their library. You may cast up to two spells from among the exiled cards without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Giant Growth

Instant

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

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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.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hour of Defeat

Instant

Destroy target creature. 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

Killmonger, Scourge of Wakanda (2)(B)(G)

Legendary Creature -- Human Mercenary Villain

When Killmonger enters, you may sacrifice another creature. When you do, destroy target nonland permanent an opponent controls. As long as there are two or more creature cards in your graveyard, Killmonger gets +2/+1.

3/3

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Robot Domination

Enchantment -- Plan

Whenever one or more creature cards are put into your graveyard from anywhere, you draw a card, lose 1 life, and put a plan counter on this enchantment.

When the third plan counter is put on this enchantment, sacrifice it and create three 2/2 colorless Robot Villain artifact creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Subterranean Cavern Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subterranean Cavern Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subterranean Cavern Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp

Basic Land -- Swamp

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The Coming of Galactus (2)(B)(B)(G)

Enchantment - Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

I -- Destroy up to one target
nonland permanent.

II, III -- Each opponent loses 2 life.

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IV -- Create Galactus, a legendary
16/16 black Elder Alien creature
token with flying, trample, and
"Whenever Galactus attacks, destroy
target land."
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titania, Rugged Rumbler (2)(B/G)

Legendary Creature -- Human Villain

As an additional cost to cast this spell, discard a card or pay {2}.
 Ward--Discard a card or pay {2}.
 (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card or pays {2}.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercover Skru11 (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

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Undercover Skrull (1)(G)

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Call Damage Control ①⑥ Sorcery Choose up to two. Return those cards from your graveyard to your hand. * Target artifact card. * Target creature card. * Target enchantment card. * Target land card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guerrilla Gorilla ①⑥ Creature -- Ape Soldier Hero Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guerrilla Gorilla ①⑥ Creature -- Ape Soldier Hero Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hour of Defeat ③B Instant Destroy target creature. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hour of Defeat ③B Instant Destroy target creature. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	HYDRA Infiltration ③B 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 PLAYbotbox.dev	HYDRA Infiltration ③B 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 PLAYbotbox.dev	Widow's Bite ①B 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 PLAYbotbox.dev