Abomination, Terrifying Titan 3 R/G

Legendary Creature -- Gamma Villain

Trample
Power-up -- {5}{R/G}{R/G}: Put a +1/+1 counter on Abomination. He fights up to one target creature an opponent controls. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baron Strucker, HYDRA Overlord 2 B

Legendary Creature -- Human Villain

Villain spells you cast cost {1} less to cast.
Whenever another Villain you control enters, you may have it connive. Do this only once each turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baron Strucker, HYDRA Overlord 2 B

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baron Strucker, HYDRA Overlord 2 B

Legendary Creature -- Human Villain

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Whenever another Villain you control enters, you may have it connive. Do this only once each turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

2/2

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.

2/3

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 - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 1/10 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

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.
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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.

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Wundagore {1}{G}

Creature -- Cat Knight Villain

Trample
Whenever you put a +1/+1 counter on another creature, put a +1/+1 counter on this creature. This ability triggers only once each turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight of Wundagore {1}{G}

Creature -- Cat Knight Villain

Trample
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Cat Knight Villain

Trample
Whenever you put a +1/+1 counter on another creature, put a +1/+1 counter on this creature. This ability triggers only once each turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonstone, Harsh Mistress {3}{B}

Legendary Creature -- Human Doctor Villain

Flying
Whenever you discard a card, you may exile that card from your graveyard. If you do, until the end of your next turn, you may play that card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonstone, Harsh Mistress {3}{B}

Legendary Creature -- Human Doctor Villain

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) 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.

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Flying
Whenever you discard a card, you may exile that card from your graveyard. If you do, until the end of your next turn, you may play that card.

2/4

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.)

1/2

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.)

1/2

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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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serpent Specialist {G}

Creature -- Human Snake Villain

Deathtouch
Power-up -- {3}{G}: 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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serpent Specialist {G}

Creature -- Human Snake Villain

Deathtouch
Power-up -- {3}{G}: 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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 4/10 - 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.

Serpent Specialist (G)

Creature -- Human Snake Villain

Deathtouch
Power-up -- {3}{G}: 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.)

1/1

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

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This land enters tapped.
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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 5/10 - 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

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Legendary Creature -- Human Villain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 6/10 - 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.

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

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.
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{T}: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Villainous Hideout

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Villain spell or to activate an ability of a Villain source.
{3}, {T}: Target Villain you control connives. Activate only as a sorcery. (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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) 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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Visions of Villainy (2)(B)

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This spell costs {1} less to cast if you control a Villain.
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This spell costs {1} less to cast if you control a Villain.
You draw two cards and lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yellowjacket, Heartless Marauder (1)(B)

Legendary Creature -- Human Rogue Villain

Flying
Whenever another Villain you control enters, Yellowjacket gets +1/+0 and gains lifelink until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abomination, Terrifying Titan (3)(R/G)

Legendary Creature -- Gamma Villain

Trample
Power-up -- {5}{R/G}{R/G}: Put a +1/+1 counter on Abomination. He fights up to one target creature an opponent controls. (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

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

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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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

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

Hellcat, Undying Vigilante (G)(G)

Legendary Creature -- Human Hero

Haste
When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hellcat, Undying Vigilante (G)(G)

Legendary Creature -- Human Hero

Haste
When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste.

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Legendary Creature -- Human Hero

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When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Troopers (2)(B)

Creature -- Human Soldier Villain

When this creature enters, create a tapped 2/1 black Villain creature token with menace if there are two or more creature cards in your graveyard. Otherwise, mill two cards. (Put the top two cards of your library into your graveyard.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Troopers (2)(B)

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[sideboard]

3/2

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[sideboard]

3/2

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Killmonger, Scourge of Wakanda 2BG

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Too Evil to Stay Dead 2B

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

Too Evil to Stay Dead 2B

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

Yellowjacket, Heartless Marauder 1B

Legendary Creature -- Human Rogue Villain

Flying
Whenever another Villain you control enters, Yellowjacket gets +1/+0 and gains lifelink until end of turn.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - IONU_72923 - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 10/10 - 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.