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

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.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent 13, Sharon Carter {2}{W}

Legendary Creature -- Human Spy Hero

Whenever a creature you control attacks alone, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A.I.M. Labs

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {B}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A.I.M. Scientists {3}{U}

Creature -- Human Scientist 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.)
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A.I.M. Synthoids {2}

Artifact Creature -- Robot Villain

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atlantean Cavalry {2}{U}

Creature -- Merfolk Soldier

Vigilance
Whenever you draw your second card each turn, put a +1/+1 counter on this creature.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Owllicious - Draft (MOCS Showcase Open) 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.

Blazing Crescendo (1)(R)

Instant

Target creature gets +3/+1 until end of turn.
Exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call Damage Control (1)(G)

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 PLAY botbox.dev

Defense of the Heart (3)(G)

Enchantment

At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice this enchantment, search your library for up to two creature cards, put those cards onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Falcon, Winged Wonder (4)(U)

Legendary Creature -- Human Hero

Flying
Avian Telepathy -- When Falcon enters, create Redwing, a legendary 1/1 blue Bird Scout creature token with flying and "Whenever Redwing attacks, surveil 1." (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Futurist Forge (1)(U)

Artifact

When this artifact enters, draw a card.
{3}{U}, Sacrifice this artifact: Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Growth (G)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Young Avenger (3)(R)

Legendary Creature -- Human Archer Hero

Reach
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Young Avenger (3)(R)

Legendary Creature -- Human Archer Hero

Reach
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power.

[sideboard]

2/4

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H.E.R.B.I.E. Scout Unit (4)

Artifact Creature -- Robot Scout

Flying
When this creature enters, draw a card, then you may put a land card from your hand onto the battlefield tapped.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

H.E.R.B.I.E. Scout Unit (4)

Artifact Creature -- Robot Scout

Flying
When this creature enters, draw a card, then you may put a land card from your hand onto the battlefield tapped.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Human Torch, Johnny Storm (2)(R)

Legendary Creature -- Human Hero

Flying
Whenever you draw a card, if you control another Hero, Human Torch deals 1 damage to target opponent.
Power-up -- {6}{R}: Put three +1/+1 counters on Human Torch. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Assault Robot (1)(R)

Artifact Creature -- Robot Villain

Whenever another Villain and/or artifact you control enters, this creature deals 1 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Assault Robot (1)(R)

Artifact Creature -- Robot Villain

Whenever another Villain and/or artifact you control enters, this creature deals 1 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Lad, Diverging Destiny (2)(U)

Legendary Artifact Creature -- Human Hero

Flying, vigilance
You may look at the top card of your library any time.
{T}: Reveal the top card of your library. If it's an artifact card, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Lad, Diverging Destiny (2)(U)

Legendary Artifact Creature -- Human Hero

Flying, vigilance
You may look at the top card of your library any time.
{T}: Reveal the top card of your library. If it's an artifact card, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jessica Jones, Private Eye (2)(R)

Legendary Creature -- Human Detective Hero

{T}, Put a stun counter on Jessica Jones: Exile the top X cards of your library, where X is Jessica Jones's power. You may play those cards this turn. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

2/3

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Jessica Jones, Private Eye (2)(R)

Legendary Creature -- Human Detective Hero

{T}, Put a stun counter on Jessica Jones: Exile the top X cards of your library, where X is Jessica Jones's power. You may play those cards this turn. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Machinesmith Automaton (2)(R)

Artifact Creature -- Robot Villain

Trample
Whenever another artifact you control enters, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Photon Blast Barrage (X)(R)(R)

Sorcery

When you cast this spell, copy it X times. You may choose new targets for the copies.
Photon Blast Barrage deals 1 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repulsor Blast (3)(R)

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.)
Repulsor Blast deals 5 damage to target creature. If this spell was cast using teamwork, it also deals 2 damage to that creature's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

S.H.I.E.L.D. Spy Kit (W)

Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature attacks alone, untap it and scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shuri, Wakandan Inventor (1)(U)

Legendary Creature -- Human Artificer Hero

Artifact spells you cast cost {1} less to cast.
{1}, {T}: Target artifact you control becomes a copy of a second target artifact you control until end of turn, except it isn't legendary. Activate only as a sorcery.

[sideboard]

2/1

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Stature, Size Shifter (U)

Legendary Creature -- Human Hero

Stature can't be blocked if her power is 1 or less.
Power-up -- {X}{U}{U}: Put X +1/+1 counters on Stature. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stature, Size Shifter (U)

Legendary Creature -- Human Hero

Stature can't be blocked if her power is 1 or less.
Power-up -- {X}{U}{U}: Put X +1/+1 counters on Stature. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Speed (R)

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0 and has haste.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Suit (1)(U)

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. Untap that creature.
Equipped creature gets +1/+2.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Vision (4)

Legendary Artifact Creature -- Robot Hero

Flying, vigilance
Whenever you cast a noncreature spell, choose one that hasn't been chosen this turn --
* Solar Beam -- The Vision gains double strike until end of turn.
* Density Control -- The Vision gains indestructible until end of turn.
* Technopathy -- Draw a card.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thor Odinson (3)(R)(W)

Legendary Creature -- God Warrior Hero

Flying, vigilance, prowess, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)

[sideboard]

4/4

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vibranium Energy Daggers (1)

Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +2/+2.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

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Vision of Love (1)(R)

Instant

You may sacrifice an artifact or discard a card. If you do, draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision Quest (X)(U)(R)

Sorcery

Search your library and/or graveyard for an artifact creature card with mana value X or less and put it onto the battlefield with X additional +1/+1 counters on it. If X is 4 or greater, it gains haste until end of turn. If you search your library this way, shuffle.

[sideboard]

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