Ant-Man, Colony Commander {1}{G}{U}

Legendary Creature -- Human Rogue Hero

Whenever Ant-Man attacks, you may pay {1}. When you do, put a +1/+1 counter on target creature.
Whenever you put a +1/+1 counter on a creature, create a 1/1 green Insect creature token. This ability triggers only once each turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atlantis Attacks {5}{U}{U}

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 one. If this spell was cast using teamwork, choose both instead.
* Target player creates a 6/5 blue Leviathan creature token with hexproof.
* Return one or two target nonland permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avengers Hangar

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beast, Erudite Aerialist {3}{G/U}

Legendary Creature -- Mutant Scientist Hero

As long as you've put one or more +1/+1 counters on Beast this turn, he has flying.
Whenever Beast deals combat damage to a player, draw a card.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bold Biochemist {1}{U}

Creature -- Human Scientist

Power-up -- {5}{U}: Put a +1/+1 counter on this creature and draw two cards. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

1/3

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

Claim the Kingdom {1}{G}

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dependable Quinjet {3}

Artifact -- Vehicle

Flying
{T}: Add one mana of any color.
Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Edmundo77 - 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.

Depower {2}{U}

Instant

This spell costs {2} less to cast if it targets an attacking creature.
Target creature gets -4/-0 until end of turn.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

3/3

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

Frozen in Ice {2}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature loses all abilities and can't become untapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gathering Place

Land

{T}: Add {C}.
{T}: Add {G} or {W}. Activate only if this land entered this turn or if you control a basic land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost, Spectral Saboteur {2}{U/B}

Legendary Creature -- Human Rogue Villain

Flash
Intangibility -- Ghost can't be blocked.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Bastion

Land

{T}: Add {C}.
{T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.

[sideboard]

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

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Helicarrier Strike {W}

Instant

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.)
Helicarrier Strike deals 2 damage to target attacking or blocking creature. If this spell was cast using teamwork, it deals 4 damage to that creature instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hercules, Prince of Power {2}{G}

Legendary Creature -- Demigod Warrior Hero

Power-up -- {4}{G}: Put a +1/+1 counter on Hercules. He gains vigilance, indestructible, and haste until end of turn. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydraulic Helper {1}{U}

Artifact Creature -- Robot

Defender
{T}: Add {U}. This mana can't be spent to cast a nonartifact spell.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ironheart, Clever Champion {4}{U}

Legendary Artifact Creature -- Human Hero

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Flying
Noncreature spells you cast have improvise.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ka-Zar of the Savage Land {4}{G}

Legendary Creature -- Human Barbarian Hero

You may look at the top card of your library any time.
You may play lands from the top of your library.
When Ka-Zar enters, create Zabu, a legendary 2/2 green Cat creature token with "Landfall -- Whenever a land you control enters, put a +1/+1 counter on Zabu."

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mister Hyde, Monster Within {2}{G}

Legendary Creature -- Human Villain

At the beginning of your upkeep, choose one --
* Put a +1/+1 counter on Mister Hyde.
* Remove a counter from a creature you control. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird, Ace Agent {3}{W}

Legendary Creature -- Human Spy Hero

Double strike
Whenever you cast a spell that targets a creature you control, put a +1/+1 counter on Mockingbird.

[sideboard]

2/2

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Moon Girl and Devil Dinosaur {1}{G}{U}

Legendary Creature -- Human Dinosaur Hero

Whenever you draw your second card each turn, until end of turn, Moon Girl and Devil Dinosaur's base power and toughness become 6/6 and they gain trample.
Whenever an artifact you control enters, draw a card. This ability triggers only once each turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powerful Broker {2}{G}

Creature -- Human Villain

{T}: For each kind of counter on target permanent or player, give that permanent or player another counter of that kind. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powerful Broker {2}{G}

Creature -- Human Villain

{T}: For each kind of counter on target permanent or player, give that permanent or player another counter of that kind. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pym Technologies

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raft Security Officer {1}{W}

Creature -- Human Soldier

{2}, {T}: Tap target creature. This ability costs {1} less to activate if it targets a creature with power 3 or less.

[sideboard]

1/3

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.)

[sideboard]

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.)

[sideboard]

1/1

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Spider-Woman, Secret Agent 3 W/U

Legendary Creature -- Spider Human Spy Hero

Flash
When Spider-Woman enters, tap target creature an opponent controls. That creature can't become untapped for as long as you control Spider-Woman.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm, Windrider 1 G W W

Legendary Creature -- Mutant Hero

Flying
Creatures with flying can't attack you or block creatures you control.
Whenever you cast a spell that targets one or more creatures, those creatures gain flying until end of turn.

[sideboard]

4/4

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}.

[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 Astonishing Ant-Man G U

Legendary Creature -- Human Scientist Hero

Whenever you draw a card, put a +1/+1 counter on The Astonishing Ant-Man.
{2}{G}, {T}, Remove any number of +1/+1 counters from The Astonishing Ant-Man: Create that many 1/1 green Insect creature tokens.

[sideboard]

1/1

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

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}.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Royal Guard 4 G

Creature -- Human Soldier Hero

Vigilance
When this creature enters, put a +1/+1 counter on target creature. If that creature is another Hero, put two +1/+1 counters on it instead.

[sideboard]

4/4

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Web Up {2}{W}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Widow, Free Agent {3}{W}

Legendary Creature -- Human Hero Villain

When White Widow enters, choose one --
* Put a +1/+1 counter on each of up to two target creatures.
* Return target artifact or enchantment card from your graveyard to your hand.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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