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

Absorbing Man {1}{G}{U}

Legendary Creature -- Human Villain

Vigilance
At the beginning of your first main phase, until your next turn, Absorbing Man becomes a copy of up to one target artifact, non-Aura enchantment, or land, except his name is Absorbing Man, he's a legendary 4/4 Human Villain creature in addition to his other types, and he has vigilance.

[sideboard]

4/4

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. 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. 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

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

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 - RokeJunior - Draft (MOCS Showcase Open) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

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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

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

Borough Backup (4)(W)

Sorcery

Create two 3/2 white Hero creature tokens with vigilance.
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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brave Brawler (1)(W)

Creature -- Human Warrior Hero

Lifelink
Power-up -- {4}{W}: 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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brave Brawler (1)(W)

Creature -- Human Warrior Hero

Lifelink
Power-up -- {4}{W}: 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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain America, Living Legend (1)(W)(U)

Legendary Creature -- Human Soldier Hero

Vigilance
Whenever a creature you control becomes tapped during your turn, if it's the first time that creature has become tapped this turn, untap it.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain America, Wings of Freedom (2)(W)

Legendary Creature -- Human Soldier Hero

Flying, first strike, ward {1}
Whenever Captain America attacks, each other Hero you control gets +X/+X until end of turn, where X is Captain America's toughness.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crowd of True Believers (W)

Creature -- Human Citizen

{T}: Target creature you control that's attacking alone gets +1/+0 until end of turn. You gain 1 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Falcon's Wing Harness {1}{U}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature gets +1/+1 and has flying and ward {1}. (Whenever equipped creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {2}{U} ({2}{U}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[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

Giant Growth {G}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant-Sized Flying Ant {3}{U}

Creature -- Insect

Flash
Flying
When this creature enters, choose one --
* Tap target nonland permanent.
* Untap target nonland permanent.

[sideboard]

3/2

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.

[sideboard]

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Hero in Training (2)(W)

Creature -- Human Hero

When this creature enters, draw a card. If you control another Hero, you gain 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hire a Crew (2)(R)

Instant

Create a 2/1 black Villain creature token with menace, then creatures you control get +1/+0 until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HULK SMASH! (1)(R)

Instant

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.
* Destroy target noncreature artifact.
* Target creature you control deals damage equal to its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Infiltration (3)(B)

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 PLAY botbox.dev

HYDRA Infiltration (3)(B)

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 PLAY botbox.dev

Invisible Woman, Sue Storm (4)(W)

Legendary Creature -- Human Hero

Lifelink
Whenever you put one or more +1/+1 counters on one or more other Heroes you control, you may create a 0/4 colorless Wall creature token with defender.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invisible Woman, Sue Storm (4)(W)

Legendary Creature -- Human Hero

Lifelink
Whenever you put one or more +1/+1 counters on one or more other Heroes you control, you may create a 0/4 colorless Wall creature token with defender.

[sideboard]

2/5

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

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Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Justice, Vance Astrovik (2)(U)

Legendary Creature -- Mutant Hero

Flying
When Justice enters, return up to one target nonland, nontoken permanent to its owner's hand.
Whenever another nonland permanent you control is returned to its owner's hand, put a +1/+1 counter on Justice.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kingpin's Enforcers (2)(B)

Creature -- Human Villain

Lifelink
{2}{B}, Sacrifice an artifact or creature: Draw a card.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Klaw, Sonic Subjugator (2)(B)

Legendary Creature -- Human Rogue Villain

Sonic Attack -- When Klaw enters, target player reveals a number of cards from their hand equal to one plus the number of creature cards in your graveyard. You choose one of them. That player discards that card.

[sideboard]

2/2

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kree Sentinel (4)(R)

Artifact Creature -- Kree Robot Villain

Reach
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]

5/5

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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

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

Madame Hydra (2)(B)(R)

Legendary Creature -- Human Villain

Whenever you cast a Villain spell, create a 2/1 black Villain creature token with menace. (It can't be blocked except by two or more creatures.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Madame Masque (4)(B)

Legendary Creature -- Human Villain

When Madame Masque enters, she connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
Whenever you draw your second card each turn, create a 2/1 black Villain creature token with menace. (It can't be blocked except by two or more creatures.)

[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

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

Misty Knight, Hero for Hire (1)(R)

Legendary Creature -- Human Detective Hero

{2}, {T}, Discard a card: Draw a card for each card you've discarded this turn.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mjölnir, Hammer of Thor (3)(R)

Legendary Artifact -- Equipment

When Mjölnir enters, it deals 4 damage to up to one target creature. Double all damage equipped creature would deal.
Equip worthy {1} (A creature is worthy if it's a legendary non-Villain that's red and/or white.)
{2}{R}, Discard this card: It deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night Nurse, Healer of Heroes 1W

Legendary Creature -- Human Doctor Hero

Flash
Lifelink
When Night Nurse enters, choose target permanent card in your graveyard that was put there from anywhere this turn. Return it to your hand.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ninja of the Hand 2B

Creature -- Human Ninja Villain

Deathtouch
Power-up -- {4}{B}: Each opponent discards a card. Put a +1/+1 counter on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Project Deathlok Soldier B

Artifact Creature -- Zombie Soldier

{2}{B}: Return this card from your graveyard to your hand.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Punishing Punch 2G

Instant

This spell costs {2} less to cast if there are two or more creature cards in your graveyard.
Target creature you control deals damage equal to twice its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Punishing Punch 2G

Instant

This spell costs {2} less to cast if there are two or more creature cards in your graveyard.
Target creature you control deals damage equal to twice its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Room Recruit 1B

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.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Room Recruit 1B

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.)

[sideboard]

1/2

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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

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

Savage Land Dinosaur {4}{G}{G}

Creature -- Dinosaur

Trample
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]

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savage Land Dinosaur {4}{G}{G}

Creature -- Dinosaur

Trample
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]

7/6

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

Stark Industries

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Intelligence {U}

Enchantment -- Aura

Enchant creature
At the beginning of the upkeep of enchanted creature's controller, that player draws a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Strength {4}{G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +4/+4 and has trample and ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Super Hero Civil War {3}{R}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Gain control of up to two target creatures with total mana value 6 or less for as long as this Saga remains on the battlefield.
II -- Creatures you control get +1/+1 and gain vigilance until end of turn.
III -- Target creature you control fights up to one other target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wondrous Wasp {1}{U}

Legendary Creature -- Human Hero

Flash
Flying
Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.

[sideboard]

2/1

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

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

Unliving Legionnaire {3}{B}

Creature -- Vampire Villain

Flying
Power-up -- {5}{B}{B}: Return up to one target creature card from your graveyard to your hand. 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]

3/2

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Unliving Legionnaire {3}{B}

Creature -- Vampire Villain

Flying
Power-up -- {5}{B}{B}: Return up to one target creature card from your graveyard to your hand. 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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volcanic Villain {2}{R}

Creature -- Elemental Villain

Haste
Power-up -- {5}{R}: 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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Drone Flock {3}{W}

Artifact Creature -- Robot

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Drone Flock {3}{W}

Artifact Creature -- Robot

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wakandan Drone Flock {3}{W}

Artifact Creature -- Robot

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

[sideboard]

3/3

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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Playtest cards - RokeJunior - Draft (MOCS Showcase Open) sheet 10/11 - 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.

We Say Thee Nay! (1)(U)

Instant -- Arcane

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.)
Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.

[sideboard]

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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

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Widow's Bite (1)(B)

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]

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Worlds Within Worlds (5)(G)(U)

Sorcery

Exile all creatures. Each player may put any number of creature cards from their hand onto the battlefield. Then put all cards exiled this way into their owners' hands. Exile Worlds Within Worlds.

[sideboard]

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