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

Agent Maria Hill {W}

Legendary Creature -- Human Spy Hero

Whenever Agent Maria Hill becomes tapped to pay a teamwork cost, put a +1/+1 counter on her and draw a card.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent Maria Hill {W}

Legendary Creature -- Human Spy Hero

Whenever Agent Maria Hill becomes tapped to pay a teamwork cost, put a +1/+1 counter on her and draw a card.

[sideboard]

2/1

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

Armor Wars {2}{U}{R}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- You may draw a card for each artifact you control. If you do, each opponent draws a card.
II -- Artifact spells you cast this turn cost {1} less to cast.
III -- This Saga deals X damage to target opponent, where X is the greatest mana value among artifacts you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Attuma, Atlantean Warlord {2}{U}{U}

Legendary Creature -- Merfolk Warrior Villain

Other Merfolk you control get +1/+1.
Whenever one or more Merfolk you control attack a player, draw a card.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CharLy - Draft (MOCS Showcase Open) sheet 1/11 - 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.

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

Avengers: Under Siege 2BR

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Create two 2/1 black Villain creature tokens with menace.
II -- This Saga deals 2 damage to each non-Villain creature and each opponent.
III -- Create a Treasure token for each Villain you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baxter Building

Land

{T}: Add {C}.
{4}, {T}: Add four mana in any combination of colors.
{4}, {T}: Draw a card. Activate only if you control a creature with toughness 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazing Crescendo 1R

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

Blazing Crescendo 1R

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

Bold Biochemist 1U

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

Borough Backup 4W

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

Captain America's Shield 2

Legendary Artifact -- Equipment

Indestructible
Equipped creature gets +0/+8 and has vigilance.
Whenever equipped creature attacks, tap target creature defending player controls.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Echo, Perceptive Prodigy {2}{U}

Legendary Creature -- Human Hero

Vigilance
{1}, {T}: Copy target activated or triggered ability you control from a creature source. You may choose new targets for the copy. (Mana abilities can't be targeted.)

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil's Thrall {2}{R}

Sorcery

Gain control of target creature until end of turn. If you control a Villain with greater mana value than that creature, gain control of that creature until the end of your next turn instead. Untap that creature. It gains haste until end of turn.

[sideboard]

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

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

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

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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.

[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

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

Hawkeye's Bow (R)

Artifact -- Equipment

Equipped creature gets +1/+0 and has reach.
Whenever equipped creature becomes tapped, it deals 1 damage to each opponent.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Hex Magic (2)(R)

Sorcery -- Arcane

Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Hour of Defeat {3}{B}

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 PLAY botbox.dev

I Am Iron Man {2}{U}

Instant

Until end of turn, target artifact or creature becomes an artifact creature with base power and toughness 4/4 and gains flying. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Fist, Living Weapon {2}{R}

Legendary Creature -- Human Warrior Hero

Whenever you cast a spell that targets a creature you control, Iron Fist gains "{T}: Iron Fist deals damage equal to his power to any other target" until end of turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kang, Temporal Tyrant {2}{U}{B}

Legendary Creature -- Human Villain

Whenever Kang attacks, he 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, each opponent loses 1 life and you gain 1 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kang the Conqueror {2}{U}{U}

Legendary Creature -- Human Villain

Flying
Power-up -- {5}{U}{U}{U}: Put a +1/+1 counter on Kang. Take an extra turn after this one. During that turn, power-up abilities can't be activated. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

4/5

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

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luke Cage, Power Man {3}{W}

Legendary Creature -- Human Hero

Unbreakable Skin -- Whenever Luke Cage attacks alone, he gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy him.)

[sideboard]

2/5

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

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

Ms. Marvel, Kamala Khan {2}{U}

Legendary Creature -- Mutant Inhuman Hero

Reach, vigilance
You have no maximum hand size.
Embiggen Fist -- Whenever you cast a spell that targets a creature you control, draw a card. Until end of turn, Ms. Marvel gains "Ms. Marvel's base power is equal to the number of cards in your hand."

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night Nurse, Healer of Heroes {1}{W}

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

Okoye, Dora Milaje Leader {3}{W}

Legendary Creature -- Human Warrior Hero

When Okoye enters, create two 1/1 white Soldier creature tokens. Attacking creature tokens you control have first strike.

[sideboard]

3/2

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

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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

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

Rapid Rescue (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapid Rescue (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

[sideboard]

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.)

[sideboard]

1/2

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

Rewrite History (2)(U)

Enchantment -- Plan

Whenever one or more creatures you control become tapped, draw a card, then discard a card and put a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it. When you do, return up to two target instant and/or sorcery cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Robot Domination (3)(B)

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Roxxon Brutes {4}{B}

Creature -- Human Berserker Villain

Menace (This creature can't be blocked except by two or more creatures.)
Whenever you draw your second card each turn, put a +1/+1 counter on target 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]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roxxon Brutes {4}{B}

Creature -- Human Berserker Villain

Menace (This creature can't be blocked except by two or more creatures.)
Whenever you draw your second card each turn, put a +1/+1 counter on target 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]

4/4

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

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

Stolen Stark Tech {1}{B}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
Equipped creature gets +1/+0.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

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

Surveillance Room

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

[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

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Take Up the Shield {1}{W}

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ruinous Wrecking Crew {X}{B}{R}

Legendary Creature -- Human Villain

The Ruinous Wrecking Crew enters with X +1/+1 counters on it.
When The Ruinous Wrecking Crew enters, choose up to X --
* Discard a card, then draw a card.
* Target opponent loses 2 life.
* Destroy target token.
* Each player sacrifices a creature of their choice.

[sideboard]

2/2

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

Tigra, Feline Fury {1}{G}

Legendary Creature -- Cat Human Hero

Flash
Trample
Whenever you gain life, put a +1/+1 counter on Tigra.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tony Stark {1}{U}

Legendary Creature -- Human Artificer Hero

{1}, {T}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
{4}{U}{R}: Transform Tony Stark. Activate only as a sorcery.

[sideboard]

1/3

- - - BACK FACE - - -

The Invincible Iron Man {4}{U}{R}

Legendary Artifact Creature -- Human Hero

Flying, haste
At the beginning of combat on your turn, you may put an artifact card from your hand onto the battlefield. If it's an Equipment, attach it to The Invincible Iron Man.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultron, Artificial Malevolence {3}

Legendary Artifact Creature -- Robot Villain

Whenever another nontoken artifact you control enters, you may pay {2}. If you do, create a token that's a copy of it. If the token isn't a creature, it becomes a 2/2 Robot Villain creature in addition to its other types.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultron Drone {3}

Artifact Creature -- Robot Villain

Power-up -- {6}: Put two +1/+1 counters on this creature and create a 2/2 colorless Robot Villain artifact creature token. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultron Drone {3}

Artifact Creature -- Robot Villain

Power-up -- {6}: Put two +1/+1 counters on this creature and create a 2/2 colorless Robot Villain artifact creature token. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ultron Drone {3}

Artifact Creature -- Robot Villain

Power-up -- {6}: Put two +1/+1 counters on this creature and create a 2/2 colorless Robot Villain artifact creature token. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

[sideboard]

2/3

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U.S.Agent, John Walker {3}{W/B}

Legendary Creature -- Human Soldier Hero

When U.S.Agent enters, create a colorless Equipment artifact token named Sturdy Shield with "Equipped creature gets +1/+2" and equip {2}. Attach it to U.S.Agent.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U.S.Agent, John Walker {3}{W/B}

Legendary Creature -- Human Soldier Hero

When U.S.Agent enters, create a colorless Equipment artifact token named Sturdy Shield with "Equipped creature gets +1/+2" and equip {2}. Attach it to U.S.Agent.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CharLy - 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.

War Machine, Legacy of Iron {2}{R/W}

Legendary Artifact Creature -- Human Hero

Flying
At the beginning of combat on your turn, another target creature you control gets +X/+0 until end of turn, where X is War Machine's power.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Whiplash, Vengeful Engineer {B}

Legendary Creature -- Human Artificer Villain

Whiplash enters tapped.
Whenever Whiplash attacks, if he's equipped, each opponent loses X life and you gain X life, where X is the number of Equipment attached to him.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wiccan, Rising Magician {4}{U}

Legendary Creature -- Mutant Warlock Hero

Flying
Whenever you cast a noncreature spell, exile another target nonland, nontoken permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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