Ant-Man's Army {2}{G}

Creature -- Insect

When this creature enters, create a Food token or a Treasure token. (A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ant-Man's Army {2}{G}

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Asgardian Citadel

Land

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

[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

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.)

[sideboard]

2/2

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

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

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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

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

Construct a Cosmic Cube {2}{B}

Enchantment -- Plan

Whenever you draw your second card each turn, create a 2/1 black Villain creature token with menace and put a plan counter on this enchantment.
When the seventh plan counter is put on this enchantment, sacrifice it. When you do, you control target opponent during their next turn. (You see all cards that player could see and make all decisions for them.)

[sideboard]

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

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

Cruel Alliance {2}{B}

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.)
Exile target creature with mana value 3 or less. If this spell was cast using teamwork, instead exile target creature and you gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daredevil, Man Without Fear {2}{R}{W}

Legendary Creature -- Human Hero

Vigilance, haste
Radar Sense -- You may look at the top card of your library any time.
Whenever you attack, you may exile the top card of your library. If that card is a Hero card, Daredevil gets +2/+1 until end of turn. You may play that card this turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Deed {1}{B}

Instant

Target creature gets -4/-4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Decoy Ploy (1)(B)

Instant

Choose one or both --
* Return target Villain card from your graveyard to your hand.
* Return target Hero card from your graveyard to your hand.

[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

Doc Samson, Super Psychiatrist (4)(G)

Legendary Creature -- Gamma Doctor Hero

If you would put one or more counters on a permanent you control, put that many plus one of each of those kinds of counters on that permanent instead.
{T}: Add X mana of any one color, where X is Doc Samson's power.

[sideboard]

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doc Samson, Super Psychiatrist (4)(G)

Legendary Creature -- Gamma Doctor Hero

If you would put one or more counters on a permanent you control, put that many plus one of each of those kinds of counters on that permanent instead.
{T}: Add X mana of any one color, where X is Doc Samson's power.

[sideboard]

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Reigns Supreme (1)(B)

Enchantment -- Plan

Whenever a Villain you control enters, each opponent loses 1 life and you gain 1 life. Put a plan counter on this enchantment.
When the fifth plan counter is put on this enchantment, sacrifice it. When you do, target opponent exiles the top five cards of their library. You may cast up to two spells from among the exiled cards without paying their mana costs.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fisk Tower

Land

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

[sideboard]

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

Futurist Forge (1)(U)

Artifact

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

[sideboard]

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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-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

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

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

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

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

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

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]

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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 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

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

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

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

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

Playtest cards - A_Turtle - Draft (MOCS Showcase Open) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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K'un-Lun Warrior {1}{R}

Creature -- Human Warrior Hero

When this creature enters, you may sacrifice an artifact or discard a card. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike {1}{R}

Instant

Lightning Strike deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Los Diablos Missile Base

Land

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

[sideboard]

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

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

Mole Man, Moloid Master {2}{G}

Legendary Creature -- Human Villain

You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, create a 1/1 green Minion creature token named Moloid with "Whenever this token attacks, you may mill a card."

[sideboard]

1/1

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.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Namor the Sub-Mariner {1}{U}{U}

Legendary Creature -- Mutant Merfolk Villain

Flying
Namor's power is equal to the number of Merfolk you control.
Whenever you cast a noncreature spell with one or more blue mana symbols in its mana cost, create that many 1/1 blue Merfolk creature tokens.

[sideboard]

***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Okoye, Dora Milaje Leader 3W

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

Powerful Broker 2G

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

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 Particles

Card

(Theme color: {U})

[sideboard]

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

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 1W

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

Repulsor Blast 3R

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

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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

Rick Jones, Destined Sidekick {G}

Legendary Creature -- Human Advisor

{3}, {T}: Mill four cards. You may put a Hero or enchantment card from among those cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

0/3

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

Secret Invasion {1}{U}{U}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile up to one target creature other than enchanted creature until this Aura leaves the battlefield. Enchanted creature becomes a copy of that creature until this Aura leaves the battlefield.
Enchanted creature has ward {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

S.H.I.E.L.D. Helicarrier {4}

Artifact -- Vehicle

Flying
When this Vehicle enters, create two 1/1 white Soldier creature tokens.
Crew 6 (Tap any number of creatures you control with total power 6 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

4/5

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speedball, New Warrior {2}{U/R}

Legendary Creature -- Human Hero

Whenever a player casts a spell that targets Speedball, he gets +2/+2 until end of turn. You may choose new targets for that spell.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stark Industries Executive {R}

Creature -- Human Advisor

{2}, {T}: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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

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

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

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

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 Serpent Society {1}{B}{G}

Legendary Creature -- Human Snake Villain

Deathtouch
Ward--Get five poison counters. (A player with ten or more poison counters loses the game.)
Whenever another creature you control with deathtouch dies, each opponent sacrifices a nontoken creature of their choice.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The Thing, Ben Grimm {5}{G}

Legendary Creature -- Human Hero

Trample
Whenever one or more Heroes you control deal damage to a player, put two +1/+1 counters on The Thing.

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunderbolts Conspiracy {3}{B}

Enchantment

Flash
Whenever a Villain you control dies, return it to the battlefield under its owner's control with a finality counter on it. That creature is a Hero in addition to its other types. (If a creature with a finality counter on it would die, exile it instead.)

[sideboard]

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

Too Evil to Stay Dead {2}{B}

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

Training Regimen {3}{G}

Enchantment

Creatures you control with +1/+1 counters on them have trample.
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

[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

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

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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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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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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Wonder Man, Hollywood Hero (3)(R)(R)

Legendary Creature -- Human Performer Hero

Flying
Each power-up ability of permanents you control can be activated an additional time.
Power-up -- {5}{R}{R}: Put two +1/+1 counters on Wonder Man. (Activate each power-up ability only . . . once? Reduce the cost by his mana cost if he entered this turn.)

[sideboard]

4/4

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