

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.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agents of S.H.I.E.L.D. Card (Theme color: {W}) 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. 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}. 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}. 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}. 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. 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.) 2/1 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Falcon's Wing Harness ①① 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frozen in Ice ②① Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature loses all abilities and can't become untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Loki, God of Mischief 1U Legendary Creature -- God Sorcerer Villain Whenever a player or permanent becomes the target of an ability you control, draw a card. This ability triggers only once each turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murdock's Crusade 1W 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. * Street Justice -- Exile target creature with toughness 4 or greater. * Legal Justice -- Exile target enchantment with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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$$(\{T\} : \text{Add } \{W\}.)$$

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Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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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.

1/3

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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.

1/3

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S.H.I.E.L.D. Spy Kit

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.)

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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.

1/4

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U

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.)

1/1

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① W

Enchant creature
Enchanted creature gets +2/+2, has
first strike and vigilance, and is a
legendary Soldier in addition to its
other types.
Whenever enchanted creature attacks
or blocks, attach any number of
target Equipment you control to it.

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① ② W

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.)

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① ② W

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.)

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② ② W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

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③ ④

When White Widow enters, choose one

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- * 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.

2/3

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④⑤

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.

4/4

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Avengers Assemble! 4 W Enchantment Flash Heroes you control get +2/+2. At the beginning of each end step, if you attacked with a Hero this turn or a Hero entered the battlefield under your control this turn, draw a card. [sideboard] 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, Super-Soldier 1 W W Legendary Creature -- Human Soldier Hero First strike Captain America enters with a shield counter on him. (If he would be dealt damage or destroyed, remove a shield counter from him instead.) As long as Captain America has a shield counter on him, you and other Heroes you control have hexproof. [sideboard] 3/2 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
Murdock's Crusade 1 W 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. * Street Justice -- Exile target creature with toughness 4 or greater. * Legal Justice -- Exile target enchantment with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	S.H.I.E.L.D. Deployment Drone 2 U Artifact Creature -- Robot Flying When this creature enters, create a 1/1 white Soldier creature token. [sideboard] 2/2 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	Viv Vision, Teen Synthezoid 3 Legendary Artifact Creature -- Robot Hero Flying Cybernetic Senses -- Whenever Viv Vision attacks, draw a card if her power is 4 or greater. Power-up -- {7}: Put two +1/+1 counters on Viv Vision. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev