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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent of Atlas — 1W

Creature -- Human Spy Hero

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

2/2

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Operative — 3R

Artifact Creature -- Human Villain

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil's Thrall — 2R

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Master Marksman — 1R

Legendary Creature -- Human Archer Hero

Reach, first strike
Trick Arrows -- Whenever Hawkeye becomes tapped, you may pay {1} up to three times. When you do, choose up to that many --
* Net -- Target creature can't block this turn.
* Explosive -- Hawkeye deals 2 damage to target player.
* Boomerang -- Discard a card, then draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - EduS - Modern (Pro Tour Magic: The Gathering | Marvel Super Heroes in Ams sheet 1/8 - 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.

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.)

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.

2/1

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.

2/2

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Human Torch, Johnny Storm {2}{R}

Legendary Creature -- Human Hero

Flying
Whenever you draw a card, if you control another Hero, Human Torch deals 1 damage to target opponent.
Power-up -- {6}{R}: Put three +1/+1 counters on Human Torch. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

2/2

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.)

2/3

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.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike {1}{R}

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - EduS - Modern (Pro Tour Magic: The Gathering | Marvel Super Heroes in Ams sheet 3/8 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - EduS - Modern (Pro Tour Magic: The Gathering | Marvel Super Heroes in Ams sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Political Triumph {W}

Enchantment -- Plan

Whenever a creature you control enters, scry 1 and put a plan counter on this enchantment.
When the fourth plan counter is put on this enchantment, sacrifice it, draw a card, and put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quake, Agent of S.H.I.E.L.D. {2}{W}

Legendary Creature -- Inhuman Spy Hero

Seismic Takedown -- Whenever you cast a noncreature spell, tap target creature or land.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Team Tactics {1}{R}

Instant

Teamwork 1 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 1 or more.)
Target creature gains double strike until end of turn. If this spell was cast using teamwork, that creature also gains trample until end of turn.

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.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Arc Reactor {5}

Artifact

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
This artifact enters tapped.
{T}: Add {C}{C}{C}.

[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

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

Earth's Mightiest Heroes {4}{G}{G}

Sorcery

Teamwork 5 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 5 or more.)
Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. If this spell was cast using teamwork, put any number of creature cards from among them onto the battlefield instead. Put the rest 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

Kree Commandos {2}{W}

Creature -- Kree Soldier Villain

Flying, vigilance
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kree Commandos {2}{W}

Creature -- Kree Soldier Villain

Flying, vigilance
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

[sideboard]

2/1

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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

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

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

Swordsman, Sharp Scoundrel {1}{B}

Legendary Creature -- Human Hero Villain

Whenever another Villain you control enters, attach up to one target Equipment you control to target creature you control.
Whenever an equipped creature you control attacks, it connives. (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

Villainous Hideout

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Villain spell or to activate an ability of a Villain source.
{3}, {T}: Target Villain you control connives. Activate only as a sorcery. (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

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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

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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