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 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.

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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

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

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Land

This land enters tapped.
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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 Tower

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Hero spell or to activate an ability of a Hero source.
{4}, {T}: Look at the top three cards of your library. You may reveal a Hero card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - alematri - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Falcon, Winged Wonder {4}{U}

Legendary Creature -- Human Hero

Flying
Avian Telepathy -- When Falcon enters, create Redwing, a legendary 1/1 blue Bird Scout creature token with flying and "Whenever Redwing attacks, surveil 1." (Look at the top card of your library. You may put it into your graveyard.)

3/4

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helicarrier Strike {W}

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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

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

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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.

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.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - alematri - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 3/10 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Justice, Vance Astrovik (2)(U)

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2/2

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - alematri - Unknown format (Prada's Cup: Marvel Super Heroes) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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.

2/1

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.

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.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Okoye, Dora Milaje Leader {3}{W}

Legendary Creature -- Human Warrior Hero

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

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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

Political Triumph (W)

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Enchantment -- Plan

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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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

S.H.I.E.L.D. Deployment Drone (2)(U)

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Artifact Creature -- Robot

Flying
When this creature enters, create a 1/1 white Soldier creature token.

2/2

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.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Falcon, Winged Wonder {4}{U}

Legendary Creature -- Human Hero

Flying
Avian Telepathy -- When Falcon enters, create Redwing, a legendary 1/1 blue Bird Scout creature token with flying and "Whenever Redwing attacks, surveil 1." (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/4

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

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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

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

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

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Sorcery

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[sideboard]

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

Super Villain Lockup {1}{W}

Enchantment

Flash
When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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]

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