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.

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

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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

Captain Marvel, Earth's Protector {3}{W}{W}

Legendary Creature -- Human Kree Hero

Flash
Flying, lifelink
Power-up -- {5}{W}{W}: Put a +1/+1 counter and an indestructible counter on Captain Marvel. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

5/4

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

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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

Playtest cards - JayFish - Unknown format (Curiosity MTG: Marvel Week 5) sheet 1/6 - 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.

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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

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

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JayFish - Unknown format (Curiosity MTG: Marvel Week 5) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

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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)

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

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

Origin of the Avengers (1)(W)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Scry 2.
II -- You may put a Hero creature card with mana value 3 or less from your hand onto the battlefield. If you don't, draw a card.
III -- Put a +1/+1 counter on each creature you control.

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 - JayFish - Unknown format (Curiosity MTG: Marvel Week 5) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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.

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

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Super Villain Lockup {1}{W}

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mighty Thor, Jane Foster {1}{W}{U}

Legendary Creature -- Human God Hero

Flying
Whenever The Mighty Thor attacks, exile up to one target nontoken artifact or creature, then return that card to the battlefield tapped under its owner's control.
Whenever an Equipment you control enters, draw a card.

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.

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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Web Up {2}{W}

Enchantment

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

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

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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King T'Challa {1}{W}{U}

Legendary Creature -- Human Noble Hero

Flash
Whenever a player draws their second card each turn, you draw a card.
{4}{W}{U}: Transform King T'Challa. Activate only as a sorcery.

[sideboard]

3/2

- - - BACK FACE - - -

Black Panther, Hope Enduring {4}{W}{U}

Legendary Creature -- Human Warrior Hero

Flash
Double strike
Prevent all damage that would be dealt to Black Panther.
Whenever Black Panther deals combat damage to a player, draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super-Adaptoid {2}

Legendary Artifact Creature -- Robot Villain

Super-Adaptoid's power is equal to the number of legendary creatures you control.
Whenever Super-Adaptoid enters or attacks, choose another target creature. If that creature has haste and Super-Adaptoid doesn't, put a haste counter on Super-Adaptoid. Do the same for flying, first strike, double strike, deathtouch, indestructible, lifelink, menace, reach, trample, and vigilance.

[sideboard]

***/2**

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]

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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]

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[sideboard]

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

White Widow, Free Agent {3}{W}

Legendary Creature -- Human Hero Villain

When White Widow enters, choose one --
* 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.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Widow, Free Agent {3}{W}

Legendary Creature -- Human Hero Villain

When White Widow enters, choose one --
* 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.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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