

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Agent Phil Coulson 1 W Legendary Creature -- Human Spy Hero Vigilance {T}: Put a +1/+1 counter on each other Hero you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Asgardian Citadel Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Asgardian Citadel Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Asgardian Citadel Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Captain America, Wings of Freedom 2 W Legendary Creature -- Human Soldier Hero Flying, first strike, ward {1} Whenever Captain America attacks, each other Hero you control gets +X/+X until end of turn, where X is Captain America's toughness. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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Hero in Training 2W 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	Jessica Jones, Private Eye 2R 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	Jessica Jones, Private Eye 2R 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	Lightning Strike 1R 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	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 PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) 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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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Super Hero Civil War (3)(R)(W) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of up to two target creatures with total mana value 6 or less for as long as this Saga remains on the battlefield. II -- Creatures you control get +1/+1 and gain vigilance until end of turn. III -- Target creature you control fights up to one other target creature. 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. 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

Playtest cards - trachy, trachy - Unknown format (Curiosity MTG: Marvel Week 2)

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.

sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Red Guardian, Super-Soldier 2 W Legendary Creature -- Human Soldier Villain Flash When Red Guardian enters, destroy target creature an opponent controls that dealt damage this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev