

Ant-Man's Army ②⑥ Creature -- Insect When this creature enters, create a Food token or a Treasure token. (A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ant-Man's Army ②⑥ Creature -- Insect When this creature enters, create a Food token or a Treasure token. (A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ant-Man's Army ②⑥ Creature -- Insect When this creature enters, create a Food token or a Treasure token. (A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/2 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
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	Birnin Zana Plaza Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birnin Zana Plaza Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birnin Zana Plaza Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. 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 PLAYbotbox.dev	Cosmic Cube(5) Artifact Ward {2} Whenever you attack, look at the top six cards of your library. You may cast a spell from among them with mana value less than or equal to the greatest power among attacking creatures you control without paying its mana cost. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero in Training

② ③

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

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Hero in Training

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Human Torch, Johnny Storm (2)(R)

②②

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

Invisible Woman, Sue Storm (4)(W)

④ W

Legendary Creature -- Human Hero

Lifelink
Whenever you put one or more +1/+1 counters on one or more other Heroes you control, you may create a 0/4 colorless Wall creature token with defender.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mister Fantastic, Reed Richards (3) (U)

③ ④

Legendary Creature -- Human Scientist Hero

Reach
Whenever one or more tokens you control enter, you may draw a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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
Super Villain Lockup 1W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Super Villain Lockup 1W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Take Up the Shield 1W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Take Up the Shield 1W 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Thing, Ben Grimm 56 Legendary Creature -- Human Hero Trample Whenever one or more Heroes you control deal damage to a player, put two +1/+1 counters on The Thing. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Unbeatable Squirrel Girl 1666 Legendary Creature -- Squirrel Human Hero Do You Like Squirrels? -- Whenever The Unbeatable Squirrel Girl enters or attacks, create a 1/1 green Squirrel creature token. I LOVE Squirrels! -- {1}{G}{G}{G}: Create X 1/1 green Squirrel creature tokens, where X is the number of Squirrels you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercover Skrull 16 Creature -- Skrull Shapeshifter Villain As long as there are two or more creature cards in your graveyard, this creature gets +2/+2 and is all creature types. {T}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undercover Skrull 16 Creature -- Skrull Shapeshifter Villain As long as there are two or more creature cards in your graveyard, this creature gets +2/+2 and is all creature types. {T}: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - JayFish - 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

Guerrilla Gorilla ①⑥ Creature -- Ape Soldier Hero Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guerrilla Gorilla ①⑥ Creature -- Ape Soldier Hero Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery. [sideboard] 2/2 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patriot, Shield Wielder ①W Legendary Creature -- Human Hero {2}, {T}: Another target creature you control gets +2/+0 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Take Up the Shield ①W 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 PLAY botbox.dev