

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 PLAY botbox.dev	Ant-Man, Colony Commander 1 G U Legendary Creature -- Human Rogue Hero Whenever Ant-Man attacks, you may pay {1}. When you do, put a +1/+1 counter on target creature. Whenever you put a +1/+1 counter on a creature, create a 1/1 green Insect creature token. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ant-Man's Army 2 G 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 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
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	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

Playtest cards - Tragos - 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 1/6 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev	Black Panther, Vanguard 2GW Legendary Creature -- Human Warrior Hero Whenever another nontoken Hero you control enters, choose one -- * Create a 1/1 white Soldier creature token. * Creatures you control get +1/+1 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borough Backup 4W Sorcery Create two 3/2 white Hero creature tokens with vigilance. Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Borough Backup 4W Sorcery Create two 3/2 white Hero creature tokens with vigilance. Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brave Brawler 1W 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 1W 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	Earth's Mightiest Heroes 4GG 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. 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero in Training

②③

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 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)

②R

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 ⑤

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

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island {T}: Add {U}. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mister Fantastic, Reed Richards 3U 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 PLAYbotbox.dev	Mister Fantastic, Reed Richards 3U 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 PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. 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	Pym Technologies Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Astonishing Ant-Man Ⓞⓤ Legendary Creature -- Human Scientist Hero Whenever you draw a card, put a +1/+1 counter on The Astonishing Ant-Man. {2}{G}, {T}, Remove any number of +1/+1 counters from The Astonishing Ant-Man: Create that many 1/1 green Insect creature tokens. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Thing, Ben Grimm ⓈⓄ 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	Undercover Skrull ⓁⓄ 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 ⓁⓄ 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
Web Up ⓈⓌ 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 ⓈⓌ 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 ⓈⓌ 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! Ⓛⓤ 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

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 PLAY botbox.dev	Guerrilla Gorilla (1)(G) 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 (1)(G) 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	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
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	Patriot, Shield Wielder (1)(W) 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	Spider-Man, To the Rescue (2)(G/W) Legendary Creature -- Spider Human Hero Flash Reach, vigilance No One Dies! -- When Spider-Man enters, you may tap him. When you do, another target nonattacking creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] 3/2 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