

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	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	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	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
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	Bilbo's Gambit (1)(W) Instant Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Return target spell to its owner's hand. If the gift was promised, players can't cast spells this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bilbo's Gambit (1)(W) Instant Gift a Treasure (You may promise an opponent a gift as you cast this spell. If you do, they create a Treasure token before its other effects. It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Return target spell to its owner's hand. If the gift was promised, players can't cast spells this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain America, Living Legend (1)(W)(U) Legendary Creature -- Human Soldier Hero Vigilance Whenever a creature you control becomes tapped during your turn, if it's the first time that creature has become tapped this turn, untap it. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain America, Living Legend ①①① Legendary Creature -- Human Soldier Hero Vigilance Whenever a creature you control becomes tapped during your turn, if it's the first time that creature has become tapped this turn, untap it. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain America, Living Legend ①①① Legendary Creature -- Human Soldier Hero Vigilance Whenever a creature you control becomes tapped during your turn, if it's the first time that creature has become tapped this turn, untap it. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain America, Wings of Freedom ②① 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 PLAY botbox.dev	Captain America, Wings of Freedom ②① 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 PLAY botbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Final Showdown ① Instant Spree (Choose one or more additional costs.) + {1} -- All creatures lose all abilities until end of turn. + {1} -- Choose a creature you control. It gains indestructible until end of turn. + {3}{W}{W} -- Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {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 - lachy - Modern (Magic Spotlight: The Hobbit™ Main Event)

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 2/8 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kid Loki U Legendary Creature -- God Hero Villain Each creature you control that you've put one or more +1/+1 counters on this turn has hexproof. Whenever you draw your second card each turn, put a +1/+1 counter on Kid Loki. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

Each creature you control that you've put one or more +1/+1 counters on this turn has hexproof. Whenever you draw your second card each turn, put a +1/+1 counter on Kid Loki.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Each creature you control that you've put one or more +1/+1 counters on this turn has hexproof. Whenever you draw your second card each turn, put a +1/+1 counter on Kid Loki.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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
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	Port Town Land As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2W Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silver Sable, Mercenary Leader 2W Legendary Creature -- Human Mercenary Hero When Silver Sable enters, put a +1/+1 counter on another target creature. Whenever Silver Sable attacks, target modified creature you control gains lifelink until end of turn. (Equipment, Auras you control, and counters are modifications.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silver Sable, Mercenary Leader 2W Legendary Creature -- Human Mercenary Hero When Silver Sable enters, put a +1/+1 counter on another target creature. Whenever Silver Sable attacks, target modified creature you control gains lifelink until end of turn. (Equipment, Auras you control, and counters are modifications.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Spider-Man 1W Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spider-Woman, Stunning Savior 1WU Legendary Creature -- Spider Human Hero Flying Venom Blast -- Artifacts and creatures your opponents control enter tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stature, Size Shifter U Legendary Creature -- Human Hero Stature can't be blocked if her power is 1 or less. Power-up -- {X}{U}{U}: Put X +1/+1 counters on Stature. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Super-Soldier Serum 1W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types. Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Super-Soldier Serum 1W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2, has first strike and vigilance, and is a legendary Soldier in addition to its other types. Whenever enchanted creature attacks or blocks, attach any number of target Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mighty Thor, Jane Foster ①①①① 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	The Mighty Thor, Jane Foster ①①①① 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	The Mighty Thor, Jane Foster ①①①① 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	The Mighty Thor, Jane Foster ①①①① 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
We Say Thee Nay! ①① 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! ①① 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	White Widow, Free Agent ③① 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Widow, Free Agent ③① 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lachy - Modern (Magic Spotlight: The Hobbit™ Main Event)

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 7/8 - 8 cards - 2.5 x 3.5 in each

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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wraith, Vicious Vigilante (1)(W)(U) Legendary Creature -- Human Detective Hero Double strike Fear Gas -- Wraith can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wraith, Vicious Vigilante (1)(W)(U) Legendary Creature -- Human Detective Hero Double strike Fear Gas -- Wraith can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wraith, Vicious Vigilante (1)(W)(U) Legendary Creature -- Human Detective Hero Double strike Fear Gas -- Wraith can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
---	--	--	--

