Heroic Teamwork



Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast

Heroic Teamwork

Instant

Teamwork 3 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 3 or more.)*

One or two target creatures each get +2/+1 until end of turn. If this spell was cast using teamwork, draw a card.

C 0597
MSC • EN ✒ Bachzim

© MARVEL
™ & © 2026 Wizards of the Coast