Blazing Crescendo {1}{R}

Instant

Target creature gets +3/+1 until end of turn.
Exile the top card of your library. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dependable Quinjet {3}

Artifact -- Vehicle

Flying
{T}: Add one mana of any color.
Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Vehicle

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{T}: Add one mana of any color.
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Master Marksman {1}{R}

Legendary Creature -- Human Archer Hero

Reach, first strike
Trick Arrows -- Whenever Hawkeye becomes tapped, you may pay {1} up to three times. When you do, choose up to that many --
* Net -- Target creature can't block this turn.
* Explosive -- Hawkeye deals 2 damage to target player.
* Boomerang -- Discard a card, then draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye's Bow {R}

Artifact -- Equipment

Equipped creature gets +1/+0 and has reach.
Whenever equipped creature becomes tapped, it deals 1 damage to each opponent.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye's Bow {R}

Artifact -- Equipment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Young Avenger {3}{R}

Legendary Creature -- Human Archer Hero

Reach
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - COUGARMEAT - Unknown format (Curiosity MTG: Marvel Week 5) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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.

Hawkeye, Young Avenger 3R

Legendary Creature -- Human Archer Hero

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If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, instead it deals that much damage plus X, where X is Hawkeye's power.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

H.E.R.B.I.E. Scout Unit 4

Artifact Creature -- Robot Scout

Flying
When this creature enters, draw a card, then you may put a land card from your hand onto the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

H.E.R.B.I.E. Scout Unit 4

Artifact Creature -- Robot Scout

Flying
When this creature enters, draw a card, then you may put a land card from your hand onto the battlefield tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Robot Scout

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When this creature enters, draw a card, then you may put a land card from your hand onto the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Human Torch, Johnny Storm 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

HYDRA Assault Robot 1R

Artifact Creature -- Robot Villain

Whenever another Villain and/or artifact you control enters, this creature deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HYDRA Assault Robot 1R

Artifact Creature -- Robot Villain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - COUGARMEAT - Unknown format (Curiosity MTG: Marvel Week 5) sheet 2/6 - 8 cards - 2.5 x 3.5 in each

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.

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

Mjölnir, Hammer of Thor 3R

Legendary Artifact -- Equipment

When Mjölnir enters, it deals 4 damage to up to one target creature. Double all damage equipped creature would deal.
Equip worthy {1} (A creature is worthy if it's a legendary non-Villain that's red and/or white.)
{2}{R}, Discard this card: It deals 2 damage to each creature.

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

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Photon Blast Barrage {X}{R}{R}

Sorcery

When you cast this spell, copy it X times. You may choose new targets for the copies.
Photon Blast Barrage deals 1 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

When you cast this spell, copy it X times. You may choose new targets for the copies.
Photon Blast Barrage deals 1 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Hulk {4}{R}{R}

Legendary Creature -- Gamma Berserker Villain

Reach, trample
Enrage -- Whenever Red Hulk is dealt damage, put a +1/+1 counter on him. When you do, he deals damage equal to the number of +1/+1 counters on him to any other target.

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enrage -- Whenever Red Hulk is dealt damage, put a +1/+1 counter on him. When you do, he deals damage equal to the number of +1/+1 counters on him to any other target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stark Industries Executive {R}

Creature -- Human Advisor

{2}, {T}: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/2

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

Ultron, Artificial Malevolence {3}

Legendary Artifact Creature -- Robot Villain

Whenever another nontoken artifact you control enters, you may pay {2}. If you do, create a token that's a copy of it. If the token isn't a creature, it becomes a 2/2 Robot Villain creature in addition to its other types.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - COUGARMEAT - Unknown format (Curiosity MTG: Marvel Week 5) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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Avengers Disassembled (1)(R)(R)

Sorcery

Choose one or both --
* Avengers Disassembled deals 3 damage to each creature.
* Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

HULK SMASH! (1)(R)

Instant

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.
* Destroy target noncreature artifact.
* Target creature you control deals damage equal to its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)
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[sideboard]

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HULK SMASH! (1)(R)

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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.
* Destroy target noncreature artifact.
* Target creature you control deals damage equal to its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike (1)(R)

Instant

Lightning Strike deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike (1)(R)

Instant

Lightning Strike deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike (1)(R)

Instant

Lightning Strike deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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