Abomination, Terrifying Titan {3}{R/G}

Legendary Creature -- Gamma Villain

Trample
Power-up -- {5}{R/G}{R/G}: Put a +1/+1 counter on Abomination. He fights up to one target creature an opponent controls. (Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alien Invasion {1}{R}{R}{G}

Enchantment

At the beginning of combat on your turn, create a 1/1 red Alien creature token with haste and "This token attacks each combat if able." Put a +1/+1 counter on it for each invasion counter on this enchantment, then put an invasion counter on this enchantment.

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

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Nuts! (G)

Sorcery

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.)
Choose one. If this spell was cast using teamwork, choose both instead.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Nuts! (G)

Sorcery

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.)
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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

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Lightning Strike (1)(R)

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Los Diablos Missile Base

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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({T}: Add {R}.)

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({T}: Add {R}.)

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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

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

Punishing Punch (2)(G)

Instant

This spell costs {2} less to cast if there are two or more creature cards in your graveyard.
Target creature you control deals damage equal to twice its power to target creature an opponent controls.

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

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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

She-Hulk, Jade Defender {3}{G}

Legendary Creature -- Gamma Hero

Reach, trample
Power-up -- {4}{G}{G}: Destroy up to one target artifact or enchantment. Put a +1/+1 counter on She-Hulk. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reach, trample
Power-up -- {4}{G}{G}: Destroy up to one target artifact or enchantment. Put a +1/+1 counter on She-Hulk. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

4/4

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

The Super Hero Civil War {3}{R}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Gain control of up to two target creatures with total mana value 6 or less for as long as this Saga remains on the battlefield.
II -- Creatures you control get +1/+1 and gain vigilance until end of turn.
III -- Target creature you control fights up to one other target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercover Skrull {1}{G}

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

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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}

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Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

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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

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]

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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

Thor, God of Thunder {3}{R}{R}

Legendary Creature -- God Warrior Hero

Flying
When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.
Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Tiger, Ava Ayala {1}{G}

Legendary Creature -- Human Hero

Power-up -- {5}{G}: Put a +1/+1 counter on White Tiger and create The Tiger God, a legendary 4/4 green Cat God creature token with "The Tiger God can't be blocked by more than one creature." (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolverine, Fierce Fighter {2}{R}{G}

Legendary Creature -- Mutant Berserker Hero

Haste
When Wolverine enters, he fights up to one other target creature.
If damage would be dealt to Wolverine, instead that damage is dealt, but all other damage already dealt to him is healed.

[sideboard]

3/5

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