Anchovy & Banana Pizza (2)(B)(B)

Artifact -- Food

When this artifact enters, destroy target creature.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anchovy & Banana Pizza (2)(B)(B)

Artifact -- Food

When this artifact enters, destroy target creature.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brilliance Unleashed (4)(U)(R)

Sorcery

Choose one or both --
* Brilliance Unleashed deals 5 damage to target creature.
* Choose target artifact card in your graveyard. Return it to the battlefield if it's an artifact creature card. Otherwise, return it to the battlefield and it's a 3/3 Robot artifact creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brilliance Unleashed (4)(U)(R)

Sorcery

Choose one or both --
* Brilliance Unleashed deals 5 damage to target creature.
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Brilliance Unleashed (4)(U)(R)

Sorcery

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* Choose target artifact card in your graveyard. Return it to the battlefield if it's an artifact creature card. Otherwise, return it to the battlefield and it's a 3/3 Robot artifact creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Courier of Comestibles (1)(G)

Creature -- Human Citizen

When this creature enters, you may search your library for a Food card, reveal it, put it into your hand, then shuffle. If you don't put a card into your hand this way, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

1/2

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Courier of Comestibles (1)(G)

Creature -- Human Citizen

When this creature enters, you may search your library for a Food card, reveal it, put it into your hand, then shuffle. If you don't put a card into your hand this way, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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Courier of Comestibles 1G

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello's Technique 2U

Sorcery

Sneak {U} (You may cast this spell for {U} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
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Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Everything Pizza 2

Artifact -- Food

When this artifact enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}{W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Target player gains 3 life and draws a card. Each of your opponents discards a card. This artifact deals 3 damage to any target. Put three +1/+1 counters on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Everything Pizza (2)

Artifact -- Food

When this artifact enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}{W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Target player gains 3 life and draws a card. Each of your opponents discards a card. This artifact deals 3 damage to any target. Put three +1/+1 counters on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Everything Pizza (2)

Artifact -- Food

When this artifact enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}{W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Target player gains 3 life and draws a card. Each of your opponents discards a card. This artifact deals 3 damage to any target. Put three +1/+1 counters on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Everything Pizza (2)

Artifact -- Food

When this artifact enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}{W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Target player gains 3 life and draws a card. Each of your opponents discards a card. This artifact deals 3 damage to any target. Put three +1/+1 counters on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illegitimate Business

Land

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

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Illegitimate Business

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When this land enters, you gain 1 life.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illegitimate Business

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennika's Technique (2)(R)

Instant

Sneak {R} (You may cast this spell for {R} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Jennika's Technique deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennika's Technique (2)(R)

Instant

Sneak {R} (You may cast this spell for {R} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Jennika's Technique deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lessons from Life (2)(G)(U)

Sorcery

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lessons from Life (2)(G)(U)

Sorcery

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

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Lessons from Life {2}{G}{U}

Sorcery

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lessons from Life {2}{G}{U}

Sorcery

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

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

Mutant Town

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutant Town

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pizza Face, Gastromancer {3}{B}{G}

Legendary Artifact Creature -- Food Mutant

When Pizza Face enters, create a Food token.
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, put three +1/+1 counters on up to one other target artifact or creature. If it isn't a creature, it becomes a 0/0 Mutant creature in addition to its other types.
{10}, {T}, Sacrifice Pizza Face: You gain 15 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pizza Face, Gastromancer {3}{B}{G}

Legendary Artifact Creature -- Food Mutant

When Pizza Face enters, create a Food token.
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{10}, {T}, Sacrifice Pizza Face: You gain 15 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primordial Pachyderm {3}{G}

Creature -- Elephant Avatar

Reach, trample
When this creature enters, you gain 2 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primordial Pachyderm {3}{G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - XS0ulBlackX20986 - FreeForm (Prada's Cup: TMNT) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Primordial Pachyderm {3}{G}

Creature -- Elephant Avatar

Reach, trample
When this creature enters, you gain 2 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragamuffin Raptor {4}{G}

Creature -- Dinosaur

When this creature enters, return up to one target creature or Food card from your graveyard to your hand.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Treats {1}{B}{G}

Instant

Destroy target artifact or creature. If its mana value was 4 or less, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Treats {1}{B}{G}

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Destroy target artifact or creature. If its mana value was 4 or less, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

TCRI Building

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

TCRI Building

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

West Wind Avatar {5}{G}{G}

Creature -- Cat Spirit Avatar

Trample
Whenever this creature enters or attacks, you may sacrifice a token or a land. If you do, you gain 3 life.
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, draw a card.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anchovy & Banana Pizza {2}{B}{B}

Artifact -- Food

When this artifact enters, destroy target creature.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anchovy & Banana Pizza {2}{B}{B}

Artifact -- Food

When this artifact enters, destroy target creature.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

[sideboard]

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Death in the Family (1)(B)

Instant

Exile target creature with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello's Technique (2)(U)

Sorcery

Sneak {U} (You may cast this spell for {U} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennika's Technique (2)(R)

Instant

Sneak {R} (You may cast this spell for {R} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Jennika's Technique deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennika's Technique (2)(R)

Instant

Sneak {R} (You may cast this spell for {R} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Jennika's Technique deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutant Chain Reaction (2)(G)

Sorcery

Destroy up to one target artifact, enchantment, or creature with flying. Create a Mutagen token. (It's an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutant Chain Reaction (2)(G)

Sorcery

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primordial Pachyderm (3)(G)

Creature -- Elephant Avatar

Reach, trample
When this creature enters, you gain 2 life.

[sideboard]

4/4

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Ragamuffin Raptor (4)(G)

Creature -- Dinosaur

When this creature enters, return up to one target creature or Food card from your graveyard to your hand.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragamuffin Raptor (4)(G)

Creature -- Dinosaur

When this creature enters, return up to one target creature or Food card from your graveyard to your hand.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

West Wind Avatar (5)(G)(G)

Creature -- Cat Spirit Avatar

Trample
Whenever this creature enters or attacks, you may sacrifice a token or a land. If you do, you gain 3 life.
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, draw a card.

[sideboard]

7/7

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