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

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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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Beavers {B}

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Beavers {B}

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TRTGMR - FreeForm (Prada's Cup: TMNT) sheet 1/10 - 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.

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.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

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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

Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frog Butler (1)(G)

Creature -- Frog Spirit

Deathtouch
{T}: Add one mana of any color.
{2}: This creature gains reach until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TRTGMR - FreeForm (Prada's Cup: TMNT) sheet 3/10 - 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.

Frog Butler {1}{G}

Creature -- Frog Spirit

Deathtouch
{T}: Add one mana of any color.
{2}: This creature gains reach until end of turn.

1/1

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

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

Lord Dregg, Insect Invader {3}{B}

Legendary Creature -- Insect Warrior

Flying
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, create a 1/1 black Insect Warrior creature token with flying.
{3}{G}, Sacrifice a token: Draw a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Insect Warrior

Flying
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, create a 1/1 black Insect Warrior creature token with flying.
{3}{G}, Sacrifice a token: Draw a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

New Generation's Technique {3}{G}

Sorcery

Sneak {2}{G} (You may cast this spell for {2}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oroku Saki, Shredder Rising {2}{B}

Legendary Creature -- Human Ninja

Sneak {1}{B} (You may cast this spell for {1}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Whenever Oroku Saki deals combat damage to a player, you draw a card and lose 1 life.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Ninja

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Whenever Oroku Saki deals combat damage to a player, you draw a card and lose 1 life.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TRTGMR - FreeForm (Prada's Cup: TMNT) sheet 4/10 - 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.

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

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{10}, {T}, Sacrifice Pizza Face: You gain 15 life.

2/4

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

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Creature -- Elephant Avatar

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When this creature enters, you gain 2 life.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

This spell costs {1} less to cast if you control a Turtle.
Put a +1/+1 counter on target creature you control. It gains trample, hexproof, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

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Put a +1/+1 counter on target creature you control. It gains trample, hexproof, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Revenge {2}{B}

Sorcery

Choose one --
* Target player discards two cards.
* Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Revenge {2}{B}

Sorcery

Choose one --
* Target player discards two cards.
* Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomped by the Foot {1}{B}

Instant

Kicker--Sacrifice an artifact or creature. (You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.)
Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomped by the Foot {1}{B}

Instant

Kicker--Sacrifice an artifact or creature. (You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.)
Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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.

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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.")

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

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]

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

Guac & Marshmallow Pizza {G}

Artifact -- Food

Flash
When this artifact enters, target creature gets +2/+2 until end of turn. Untap it.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Michelangelo, Game Master 2G

Legendary Creature -- Mutant Ninja Turtle

Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, put a +1/+1 counter on Michelangelo.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Game Master 2G

Legendary Creature -- Mutant Ninja Turtle

Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, put a +1/+1 counter on Michelangelo.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutant Chain Reaction 2G

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 2G

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

New Generation's Technique 3G

Sorcery

Sneak {2}{G} (You may cast this spell for {2}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novel Nunchaku 2G

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. When you do, equipped creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Equipped creature gets +1/+1 and has trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novel Nunchaku 2G

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. When you do, equipped creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Equipped creature gets +1/+1 and has trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragamuffin Raptor 4G

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

Playtest cards - TRTGMR - FreeForm (Prada's Cup: TMNT) sheet 9/10 - 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.

Shredder, Unrelenting {4}{B}

Legendary Creature -- Human Ninja

Sneak {3}{B} (You may cast this spell for {3}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Deathtouch
Whenever Shredder enters or attacks, another target creature you control gains deathtouch until end of turn.

[sideboard]

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenderize {1}{G}

Instant

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TRTGMR - FreeForm (Prada's Cup: TMNT) sheet 10/10 - 3 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.