Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

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

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

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.

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

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.

Foot Headquarters

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Headquarters

Land

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

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

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

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

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

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

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

Karai, Future of the Foot {1}{W}{B}

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karai, Future of the Foot {1}{W}{B}

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karai, Future of the Foot {1}{W}{B}

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

3/3

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.

Karai's technique

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koya, Death from Above 2W

Legendary Creature -- Mutant Ninja Bird

Flying
When Koya enters, exile up to one other target creature. At the beginning of the next end step, you may pay {3}{B}. If you don't, return that card to the battlefield under its owner's control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koya, Death from Above 2W

Legendary Creature -- Mutant Ninja Bird

Flying
When Koya enters, exile up to one other target creature. At the beginning of the next end step, you may pay {3}{B}. If you don't, return that card to the battlefield under its owner's control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord Dregg, Insect Invader 3B

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

Lord Dregg, Insect Invader 3B

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

Oroku Saki, Shredder Rising 2B

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

Oroku Saki, Shredder Rising 2B

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

Paramecia Coloniex 1B

Creature -- Zombie Worm

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, put target creature card from your graveyard on top of your library.

2/2

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.

Paramecia Coloniex 1B

Creature -- Zombie Worm

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, put target creature card from your graveyard on top of your library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paramecia Coloniex 1B

Creature -- Zombie Worm

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, put target creature card from your graveyard on top of your library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paramecia Coloniex 1B

Creature -- Zombie Worm

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
When this creature dies, you may exile it. When you do, put target creature card from your graveyard on top of your library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pizza Face, Gastromancer 3BG

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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.

shredder's technique

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

shredder's technique

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squirrelanoids (B)

Creature -- Squirrel Mutant

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squirrelanoids (B)

Creature -- Squirrel Mutant

Deathtouch

1/1

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - daveloga - FreeForm (Prada's Cup: TMNT) sheet 6/10 - 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.

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}

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}

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}

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

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

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

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.

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

zoo escapes

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

zoo escapes

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

zoo escapes

(card data unavailable)

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

Dimensional Exile (1)(W)

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dimensional Exile (1)(W)

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dimensional Exile (1)(W)

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.

[sideboard]

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.

make you move

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

make you move

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

make you move

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primordial Pachyderm 3G

Creature -- Elephant Avatar

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

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primordial Pachyderm 3G

Creature -- Elephant Avatar

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

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primordial Pachyderm 3G

Creature -- Elephant Avatar

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

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell 1G

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell 1G

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.

[sideboard]

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.

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's revenge

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's revenge

(card data unavailable)

[sideboard]

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.