

April O'Neil, Kunoichi Trainee (1)(W) Legendary Creature -- Human Ninja When April O'Neil enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) April O'Neil can't be blocked by creatures with power 3 or greater. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	April O'Neil, Kunoichi Trainee (1)(W) Legendary Creature -- Human Ninja When April O'Neil enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) April O'Neil can't be blocked by creatures with power 3 or greater. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dimension X Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimension X Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimension X Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Go Ninja Go Sorcery Choose one or both -- * Exile target creature you control, then return it to the battlefield under its owner's control. * Go Ninja Go deals damage equal to the greatest power among creatures you control to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Ninja Go Sorcery Choose one or both -- * Exile target creature you control, then return it to the battlefield under its owner's control. * Go Ninja Go deals damage equal to the greatest power among creatures you control to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jennika, Bad Apple Big Sister Legendary Creature -- Mutant Ninja Turtle When Jennika enters, create a 2/2 red Mutant creature token. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Koya, Death from Above 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 PLAYbotbox.dev

Koya, Death from Above (2)(W) 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	Krang & Shredder (4)(U/B)(U/B) Legendary Creature -- Utrom Human Ninja Whenever Krang & Shredder enter or attack, each opponent exiles cards from the top of their library until they exile a nonland card. Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, you may cast a card exiled with Krang & Shredder without paying its mana cost. 6/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonardo, Big Brother (2)(W) Legendary Creature -- Mutant Ninja Turtle Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Leonardo gets +1/+0 for each other creature you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mechanized Ninja Cavalry (1)(R/W) Artifact Creature -- Robot Ninja When this creature enters, create a 1/1 colorless Robot artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prehistoric Pet Creature -- Dinosaur Ninja This creature can't be blocked by creatures with greater power. {1}{W}, {T}: Return another target creature you control to its owner's hand. Activate only during your turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stockman, Mad Fly-entist Legendary Creature -- Insect Mutant Scientist Flying When Stockman enters, draw a card, then discard a card. Islandcycling {2} ({2}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Legendary Creature -- Elf Rebel

Flying
Alliance -- Whenever another creature you control enters, The Neutrinos get +1/+0 until end of turn.
Whenever The Neutrinos attack, exile up to one target creature you own, then return it to the battlefield under your control tapped and attacking.

2/4

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Whenever The Neutrinos attack, exile up to one target creature you own, then return it to the battlefield under your control tapped and attacking.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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Artifact Creature -- Utrom Robot Scientist

When this creature enters, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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2/2

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Legendary Creature -- Dinosaur Soldier

Reach, trample
When Zog enters, target creature
can't block this turn.
Mountaincycling {2} ({2}, Discard
this card: Search your library for a
Mountain card, reveal it, put it
into your hand, then shuffle.)

5/4

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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	Kitsune, Dragon's Daughter 4 U U Legendary Creature -- Fox Warlock Avatar Vigilance Whenever Kitsune enters or deals combat damage to a player, you may exchange control of two other target creatures controlled by different players. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Make Your Move 2 W Instant Destroy target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Make Your Move 2 W Instant Destroy target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear 1 Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Sinew and Steel 3 Artifact -- Equipment Equipped creature gets +2/+2 and has protection from black and from red. Whenever equipped creature deals combat damage to a player, destroy up to one target planeswalker and up to one target artifact. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev