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

Buzz Bots (1)(U)

Artifact Creature -- Robot Insect

Flying, vigilance
When this creature dies, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buzz Bots (1)(U)

Artifact Creature -- Robot Insect

Flying, vigilance
When this creature dies, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Casey Jones, Jury-Rig Justiciar (1)(R)

Legendary Creature -- Human Berserker

Haste
When Casey Jones enters, look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Casey Jones, Jury-Rig Justiciar (1)(R)

Legendary Creature -- Human Berserker

Haste
When Casey Jones enters, look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Gadget Master (2)(U)

Legendary Creature -- Mutant Ninja Turtle

Sneak {1}{U} (You may cast this spell for {1}{U} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Whenever Donatello deals combat damage to a player, create a token that's a copy of target artifact you control.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Way with Machines (2)(U)

Legendary Creature -- Mutant Ninja Turtle

Flying
Whenever an artifact you control enters, put a +1/+1 counter on Donatello.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Way with Machines (2)(U)

Legendary Creature -- Mutant Ninja Turtle

Flying
Whenever an artifact you control enters, put a +1/+1 counter on Donatello.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 3) sheet 1/6 - 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.

General Traag, Heart of Stone 3RR

Legendary Artifact Creature -- Elemental Soldier

Trample
When General Traag enters, you may sacrifice another artifact. When you do, General Traag deals 4 damage to target creature.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Improvised Arsenal 1R

Artifact -- Equipment

Equipped creature gets +1/+0 for each artifact you control.
{4}{R}: Create a token that's a copy of this Equipment.
Equip {R}

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

Island

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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

Krang, Master Mind {6}{U}{U}

Legendary Artifact Creature -- Utrom Warrior

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Krang enters, if you have fewer than four cards in hand, draw cards equal to the difference.
Krang gets +1/+0 for each other artifact you control.

1/4

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

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

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

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 3) sheet 3/6 - 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.

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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Mountain

Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mouser Mark III — 1 U/R

Artifact Creature -- Robot

This creature can't attack unless you control another artifact.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mouser Mark III — 1 U/R

Artifact Creature -- Robot

This creature can't attack unless you control another artifact.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nobody — 1 U/R U/R

Artifact Creature -- Human Hero

When this creature enters, return up to one other target artifact you control to its owner's hand. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nobody — 1 U/R U/R

Artifact Creature -- Human Hero

When this creature enters, return up to one other target artifact you control to its owner's hand. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer-veillance Cam — U

Artifact

Flash
When this artifact enters or leaves the battlefield, you may tap or untap target creature.
{3}{U}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer-veillance Cam — U

Artifact

Flash
When this artifact enters or leaves the battlefield, you may tap or untap target creature.
{3}{U}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spicy Oatmeal Pizza — 2 R

Artifact -- Food

When this artifact enters, it deals 4 damage to any target and 3 damage to you.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spicy Oatmeal Pizza — 2 R

Artifact -- Food

When this artifact enters, it deals 4 damage to any target and 3 damage to you.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 3) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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Bot Bashing Time (3)(R)

Sorcery

Bot Bashing Time deals 6 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bot Bashing Time (3)(R)

Sorcery

Bot Bashing Time deals 6 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bot Bashing Time (3)(R)

Sorcery

Bot Bashing Time deals 6 damage to target creature. If that creature would die this turn, exile it instead.

[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

Negate (1)(U)

Instant

Counter target noncreature spell.

[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

Rock Soldiers (3)(R)

Artifact Creature -- Elemental Soldier

When this creature enters, destroy up to one target noncreature artifact.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rock Soldiers (3)(R)

Artifact Creature -- Elemental Soldier

When this creature enters, destroy up to one target noncreature artifact.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 3) sheet 6/6 - 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.