April O'Neil, Hacktivist {3}{U}

Legendary Creature -- Human Scientist

At the beginning of your end step, draw a card for each card type among spells you've cast this turn.

1/5

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - JayFish - 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.

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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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Creature -- Frog Spirit

Deathtouch
{T}: Add one mana of any color.
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1/1

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Island

Basic Land -- Island

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Leatherhead, Swamp Stalker {2}{G}{G}

Legendary Creature -- Crocodile Mutant Rogue

Trample
Leatherhead enters with a hexproof counter on her.
Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.

5/4

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.

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

Metalhead {4}{U}

Legendary Artifact Creature -- Robot Turtle

When Metalhead enters, return up to one other target artifact or creature to its owner's hand.
{R}, Sacrifice another artifact: Put a +1/+1 counter on Metalhead. He gains menace and haste until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metalhead {4}{U}

Legendary Artifact Creature -- Robot Turtle

When Metalhead enters, return up to one other target artifact or creature to its owner's hand.
{R}, Sacrifice another artifact: Put a +1/+1 counter on Metalhead. He gains menace and haste until end of turn.

4/4

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

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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}.

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This land enters tapped.
When this land enters, you gain 1 life.
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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

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

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

Playtest cards - JayFish - FreeForm (Curiosity MTG: TMNT Week 3) sheet 4/6 - 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.

North Wind Avatar (2)(U)(U)(R)

Creature -- Dragon Spirit Avatar

Flying
When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.

5/5

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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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

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

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

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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

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

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Broadcast Takeover (2)(R)(R)(R)

Sorcery

Gain control of all artifacts your opponents control until end of turn. Untap them. They gain haste until end of turn.

[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

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.

[sideboard]

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang, Utrom Warlord (9)

Legendary Artifact Creature -- Utrom Robot

Flying, trample, indestructible, haste
Other artifact creatures you control have flying, trample, indestructible, and haste.

[sideboard]

9/9

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

Underworld Breach (1)(R)

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)
At the beginning of the end step, sacrifice this enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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