Cowabunga! G

Sorcery

Look at the top four cards of your library. You may reveal a Mutant, Ninja, Turtle, or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Way with Machines 2U

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

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 2) 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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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Frog Spirit

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

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

Jennika, Bad Apple Big Sister (4)(W)

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 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.

Jennika, Bad Apple Big Sister 4W

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 PLAY botbox.dev

Jennika's Technique 2R

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennika's Technique 2R

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo, Big Brother 2W

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

Leonardo, Big Brother 2W

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

Leonardo, Leader in Blue W

Legendary Creature -- Mutant Ninja Turtle

Sneak {3}{W}{W} (You may cast this spell for {3}{W}{W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
When Leonardo enters, if his sneak cost was paid, creatures you control get +2/+0 until end of turn.
{1}{W}: Leonardo gains first strike until end of turn.

2/1

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.

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 2) 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.

Michelangelo's Technique 4G

Sorcery

Sneak {3}{G} (You may cast this spell for {3}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Look at the top eight cards of your library. Put up to two creature cards with total mana value 6 or less from among them onto the battlefield and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 2) 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Most Attitude 3R

Legendary Creature -- Mutant Ninja Turtle

Menace (This creature can't be blocked except by two or more creatures.)
Alliance -- Whenever another creature you control enters, you may exile the top card of your library. Whenever Raphael attacks, until end of turn, you may play a card exiled with Raphael.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Tough Turtle 1R

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, Raphael deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Tough Turtle 1R

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, Raphael deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raph & Mikey, Troublemakers 5R/GR/G

Legendary Creature -- Mutant Ninja Turtle

Trample, haste
Whenever Raph & Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turtle Lair

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Ninja or Turtle spell.
{3}, {T}: Target Ninja or Turtle can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Ninja or Turtle spell.
{3}, {T}: Target Ninja or Turtle can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turtle Power! 2G

Enchantment

Flash
Turtles you control get +2/+2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 2) sheet 5/6 - 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.

Grounded for Life {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

[sideboard]

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Instant

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutant Chain Reaction {2}{G}

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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

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Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - dark, king - FreeForm (Curiosity MTG: TMNT Week 2) sheet 6/6 - 8 cards - 2.5 x 3.5 in each

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