Armaggon, Future Shark {6}{B}{B}

Legendary Creature -- Shark Horror Mutant

Flash
When Armaggon enters, destroy up to three target creatures.

9/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

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.

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

Featherbrained Filcher {W}

Creature -- Bird Mutant

Flying
When this creature leaves the battlefield, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Ninjas {4}{W/B}{W/B}

Creature -- Human Ninja

Sneak {3}{W/B} (You may cast this spell for {3}{W/B} if you also return an unblocked attacker you control to hand during the declare blockers step. It enters tapped and attacking.)
When this creature enters, you gain 3 life.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Ninjas {4}{W/B}{W/B}

Creature -- Human Ninja

Sneak {3}{W/B} (You may cast this spell for {3}{W/B} if you also return an unblocked attacker you control to hand during the declare blockers step. It enters tapped and attacking.)
When this creature enters, you gain 3 life.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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High-Flying Ace {2}{W}

Creature -- Bird Mutant

Flying
{3}{W}: Target creature without flying gains flying until end of turn. Activate only as a sorcery.

2/3

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

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

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

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}.)

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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

Raph & Leo, Sibling Rivals {1}{R/W}{R/W}

Legendary Creature -- Mutant Ninja Turtle

Whenever Raph & Leo attack, if it's the first combat phase of the turn, untap one or two target attacking creatures. After this phase, there is an additional combat phase.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder, Unrelenting {4}{B}

Legendary Creature -- Human Ninja

Sneak {3}{B} (You may cast this spell for {3}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Deathtouch
Whenever Shredder enters or attacks, another target creature you control gains deathtouch until end of turn.

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter, Hamato Yoshi {1}{B}

Legendary Creature -- Mutant Ninja Rat

Sneak {B} (You may cast this spell for {B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Menace (This creature can't be blocked except by two or more creatures.)
Other Ninjas you control get +1/+1.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter, Radical Rat {1}{W/B}{W/B}

Legendary Creature -- Mutant Ninja Rat

If a triggered ability of a Ninja creature you control triggers, that ability triggers an additional time.
{1}{U}: Target Ninja can't be blocked this turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Splinter's Technique {3}{B}

Sorcery

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.)
Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Shredder {1}{B}

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

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

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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

Tunnel Rats {1}{B}

Creature -- Rat

{4}{B}: Return this card from your graveyard to the battlefield tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turtle Blimp {5}

Artifact -- Vehicle

Flying
When this Vehicle enters, create a 2/2 red Mutant creature token.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uneasy Alliance {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.
{5}, Sacrifice this Aura: Exile enchanted creature. You create a 1/1 black Ninja creature token. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uneasy Alliance {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.
{5}, Sacrifice this Aura: Exile enchanted creature. You create a 1/1 black Ninja creature token. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uneasy Alliance {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.
{5}, Sacrifice this Aura: Exile enchanted creature. You create a 1/1 black Ninja creature token. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

April, Reporter of the Weird {2}{U}

Legendary Creature -- Human Detective

Whenever April deals combat damage to a player, draw that many cards, then discard a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

April, Reporter of the Weird {2}{U}

Legendary Creature -- Human Detective

Whenever April deals combat damage to a player, draw that many cards, then discard a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

April, Reporter of the Weird {2}{U}

Legendary Creature -- Human Detective

Whenever April deals combat damage to a player, draw that many cards, then discard a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bebop, Warthog Warrior {4}{B}

Legendary Creature -- Boar Mutant Warrior

Menace (This creature can't be blocked except by two or more creatures.)
Rhinos you control have menace.
Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

[sideboard]

5/4

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Casey Jones, Vigilante {1}{R}{R}

Legendary Creature -- Human Berserker

When Casey Jones enters, draw three cards. At the beginning of your next upkeep, discard three cards at random.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crustacean Commando {1}{U}

Creature -- Crab Mutant Soldier

When this creature enters, 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]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dimension X

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dimension X

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dimension X

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Mutant Mechanic (3)(U)

Legendary Creature -- Mutant Ninja Turtle

{T}: Put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types. Activate only as a sorcery.
Whenever an artifact you control is put into a graveyard from the battlefield, if it had counters on it, put those counters on up to one target artifact or creature you control.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

EPF Point Squad (1)(R/W)(R/W)

Creature -- Human Soldier

Alliance -- Whenever another creature you control enters, put a +1/+1 counter on this creature.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Everything Pizza (2)

Artifact -- Food

When this artifact enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}{W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Target player gains 3 life and draws a card. Each of your opponents discards a card. This artifact deals 3 damage to any target. Put three +1/+1 counters on up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Elite (2)(W/B)

Creature -- Human Ninja

Whenever this creature attacks, another target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Foot Mystic (3)(B)

Creature -- Human Ninja Warlock

Lifelink
Disappear -- When this creature enters, if a permanent left the battlefield under your control this turn, create a 1/1 black Ninja creature token.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go Ninja Go (R)(W)

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hamato Guardian Stance (W)

Instant

Target creature gets +1/+3 and gains flying until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hamato Guardian Stance (W)

Instant

Target creature gets +1/+3 and gains flying until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

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}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Illegitimate Business

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insectoid Exterminator (2)(B)

Creature -- Insect Mutant

Flying
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insectoid Exterminator (2)(B)

Creature -- Insect Mutant

Flying
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

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.)

[sideboard]

3/3

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

Playtest cards - Meguro, Masahito - Sealed (???????? #4) sheet 9/14 - 8 cards - 2.5 x 3.5 in each

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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

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Game Master (2)(G)

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Transfer Protocol (2)(U)

Instant

Until end of turn, target artifact or creature becomes an artifact creature with base power and toughness 4/5.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mona Lisa, Science Geek (2)(G)

Legendary Creature -- Lizard Mutant

Reach
{T}: Add X mana of any one color, where X is Mona Lisa's power.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mouser Attack! {1}{R}

Instant

Choose one --
* Create a 1/1 colorless Robot artifact creature token.
* Target creature gets +3/+0 and gains first strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mouser Foundry {1}{R}

Artifact

When this artifact enters or leaves the battlefield, create a 1/1 colorless Robot artifact creature token.
{4}{R}, Sacrifice this artifact: It deals 3 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mouser Foundry {1}{R}

Artifact

When this artifact enters or leaves the battlefield, create a 1/1 colorless Robot artifact creature token.
{4}{R}, Sacrifice this artifact: It deals 3 damage to target creature.

[sideboard]

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.

[sideboard]

2/3

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ooze Spill {1}{U}{U}

Instant

Counter target spell. 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pain 101 {1}{B}

Instant

Until end of turn, target creature gains deathtouch and "When this creature dies, return it to the battlefield tapped under its owner's control."

[sideboard]

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Punk Frogs {3}{G/U}{G/U}

Creature -- Frog Mutant Rebel

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Putrid Pals {2}{B/G}{B/G}

Creature -- Human Ooze Mutant

Deathtouch
Disappear -- This creature enters with two +1/+1 counters on it if a permanent left the battlefield under your control this turn.

[sideboard]

3/3

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.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Retro-Mutation {2}{U}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature is a Turtle with base power and toughness 0/1. It can't attack and loses all abilities. (It also loses all other creature types.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Retro-Mutation {2}{U}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature is a Turtle with base power and toughness 0/1. It can't attack and loses all abilities. (It also loses all other creature types.)

[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

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

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.

[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.

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slithering Cryptid {2}{G/U}

Creature -- Fish Mutant

When this creature enters, 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]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stockman, Mad Fly-entist {4}{U}

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.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenderize {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uneasy Alliance {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.
{5}, Sacrifice this Aura: Exile enchanted creature. You create a 1/1 black Ninja creature token. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utrom Scientists {2}{U}

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.)

[sideboard]

2/2

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.

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Meguro, Masahito - Sealed (???????? #4) sheet 13/14 - 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.

Wingnut, Bat on the Belfry (1)(R)

Legendary Creature -- Bat Mutant

Alliance -- Whenever another creature you control enters, Wingnut gains your choice of flying, menace, or haste until end of turn.
Whenever Wingnut attacks, each other attacking creature gets +1/+0 until end of turn.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zog, Triceraton Castaway (4)(R)

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.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoo Escapees (1)(G)

Creature -- Boar Rhino

When this creature leaves the battlefield, 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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoo Escapees (1)(G)

Creature -- Boar Rhino

When this creature leaves the battlefield, 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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoo Escapees (1)(G)

Creature -- Boar Rhino

When this creature leaves the battlefield, 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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Meguro, Masahito - Sealed (???????? #4) sheet 14/14 - 5 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.