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

Baxter Stockman {3}{U}{R}

Legendary Creature -- Human Scientist

When Baxter Stockman enters, create a 1/1 colorless Robot artifact creature token.
At the beginning of combat on your turn, target artifact creature you control gets +3/+0 and gains first strike and vigilance until end of turn.

3/3

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.

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

Chrome Dome {2}

Artifact Creature -- Robot Ninja

Other artifact creatures you control get +1/+0.
{5}: Create a token that's a copy of another target artifact you control. That token gains haste. Sacrifice it at the beginning of the next end step.

1/3

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'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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - namushi - Sealed (???????? #4) sheet 1/13 - 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.

Donatello, Turtle Techie {3}{U}

Legendary Creature -- Mutant Ninja Turtle

When Donatello enters, if you control an artifact, draw a card.

3/4

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

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

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

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

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

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

Playtest cards - namushi - Sealed (???????? #4) sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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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

Null Group Biological Assets (2)(R)

Creature -- Mutant Mercenary

During your turn, this creature has first strike.
Whenever this creature attacks, you may discard a card. If you do, draw a card.

3/1

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Tough Turtle (1)(R)

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 (1)(R)

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

Playtest cards - namushi - Sealed (???????? #4) sheet 4/13 - 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.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return to the Sewers (3)(U)

Instant

Target creature's owner puts it on their choice of the top or bottom of their library. You 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.")

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.")

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.)

3/4

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.)

3/4

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

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

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Action News Crew {1}{W}

Creature -- Human Citizen

Vigilance
Channel -- {6}, Discard this card: Put a +1/+1 counter on each creature you control. Draw a card.

[sideboard]

2/2

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

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

East Wind Avatar {3}{W}

Creature -- Bird Spirit Avatar

Flying, vigilance
Alliance -- Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

East Wind Avatar {3}{W}

Creature -- Bird Spirit Avatar

Flying, vigilance
Alliance -- Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

[sideboard]

2/4

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

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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.")

[sideboard]

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Headquarters

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

[sideboard]

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.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fugitive Droid {U}

Artifact Creature -- Robot Scientist

This creature can't be blocked if an artifact entered the battlefield under your control this turn.
{U}, Sacrifice this creature: Counter target spell that targets an artifact or creature you control.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Groundchuck & Dirtbag {4}{G}{G}

Legendary Creature -- Ox Mole Mutant

Trample
Whenever you tap a land for mana, add {G}.

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grounded for Life {4}{W}

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

Guac & Marshmallow Pizza {G}

Artifact -- Food

Flash
When this artifact enters, target creature gets +2/+2 until end of turn. Untap it.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

[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

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.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Cream Kitty {1}{B/G}

Artifact Creature -- Food Cat Mutant

{2}, Sacrifice another creature or token: Draw a card. Activate only as a sorcery.
{2}, {T}, Sacrifice this creature: You gain 3 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Cream Kitty {1}{B/G}

Artifact Creature -- Food Cat Mutant

{2}, Sacrifice another creature or token: Draw a card. Activate only as a sorcery.
{2}, {T}, Sacrifice this creature: You gain 3 life.

[sideboard]

1/3

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

Playtest cards - namushi - Sealed (???????? #4) sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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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

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, 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

Karai, Future of the Foot (1)(W)(B)

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karai's Technique (1)(W)(B)

Sorcery

Sneak {W}{B} (You may cast this spell for {W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Choose one or both --
* Target creature gets +3/+3 until end of turn.
* Target creature gets -3/-3 until end of turn.

[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

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

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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 Town

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutant Town Musicians (2)(R)

Creature -- Mutant Bard Performer

Trample
Alliance -- Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

[sideboard]

2/4

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

Ninja Teen (2)(B)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever a creature you control leaves the battlefield, each opponent loses 1 life.
{1}{B}: Level 2
Creatures you control get +1/+0 and have menace.
{B}: Level 3
Creature cards in your graveyard have sneak {3}{B}.
You may cast creature spells from your graveyard using their sneak abilities.

[sideboard]

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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old Hob, Alleycat Blues (4)(R)

Legendary Creature -- Cat Mutant Rebel

At the beginning of combat on your turn, create a 2/2 red Mutant creature token. It gains haste until end of turn. Destroy it at the beginning of the next end step.
{1}{W}: Target attacking creature token gains indestructible until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prehistoric Pet (W)

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.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Primordial Pachyderm {3}{G}

Creature -- Elephant Avatar

Reach, trample
When this creature enters, you gain 2 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Purple Dragon Punks {1}{R}

Creature -- Human Rogue

{T}: Add {R}. Spend this mana only to cast an artifact spell or to activate an ability.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rocksteady, Crash Courser {4}{G}{G}

Legendary Creature -- Rhino Mutant

Rocksteady can't be blocked by more than one creature.
Boars you control can't be blocked by more than one creature.
Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Armor {1}{B}

Artifact -- Equipment

Equipped creature gets +2/+1.
When this Equipment enters, attach it to target creature you control.
Equip--Sacrifice another nonland permanent. Activate only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Revenge {2}{B}

Sorcery

Choose one --
* Target player discards two cards.
* Target player draws two cards and loses 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Revenge {2}{B}

Sorcery

Choose one --
* Target player discards two cards.
* Target player draws two cards and loses 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sideboard]

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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.

[sideboard]

2/2

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.

[sideboard]

2/2

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

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Enchantment -- Aura

Enchant creature
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[sideboard]

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

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.

Zog, Triceraton Castaway 4R

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

Zog, Triceraton Castaway 4R

Legendary Creature -- Dinosaur Soldier

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[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoo Escapees 1G

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

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - namushi - Sealed (???????? #4) sheet 13/13 - 4 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.