Anchovy & Banana Pizza {2}{B}{B}

Artifact -- Food

When this artifact enters, destroy target creature.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anchovy & Banana Pizza {2}{B}{B}

Artifact -- Food

When this artifact enters, destroy target creature.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Don & Leo, Problem Solvers {3}{W/U}{W/U}

Legendary Creature -- Mutant Ninja Turtle

Vigilance
At the beginning of your end step, exile up to one target artifact you control and up to one target creature you control. Then return them to the battlefield under their owners' control.

4/6

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - udomyon - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genghis Frog (G)(U)

Legendary Creature -- Frog Mutant Rogue

Trample
Whenever Genghis Frog or another Mutant you control 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.")

1/3

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}.

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}.

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.)

2/2

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

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

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.

6/7

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

Mutant Town

Land

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

Novel Nunchaku {2}{G}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. When you do, equipped creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Equipped creature gets +1/+1 and has trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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.

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

Ray Fillet, Man Ray {3}{U}

Legendary Creature -- Fish Mutant

Flying
When Ray Fillet 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}, Remove a +1/+1 counter from a creature you control: Draw a card.

3/3

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.)

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

Shredder's Technique {2}{B}

Sorcery

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.)
Destroy target creature or enchantment. If an enchantment was destroyed this way, you lose 2 life.

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

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

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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

The Last Ronin {4}{B}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy all creatures.
II -- Mill four cards. When you do, return target creature card from your graveyard to your hand.
III -- Whenever a creature you control attacks alone this turn, put three +1/+1 counters on it. It gains trample, lifelink, and indestructible until end of turn.

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

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

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

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

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Don & Raph, Hard Science {1}{U/R}{U/R}

Legendary Creature -- Mutant Ninja Turtle

Menace
Whenever Don & Raph attack, the next noncreature spell you cast this turn has affinity for artifacts. (It costs {1} less to cast for each artifact you control.)

[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

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

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

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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

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

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

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

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, 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

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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

Leonardo, Cutting Edge {1}{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.)
Lifelink
Whenever you gain life, put a +1/+1 counter on Leonardo.

[sideboard]

1/1

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lita, Little Orphan Amphibian {1}{W}

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn.
* Put a +1/+1 counter on Lita.
* Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
* Scry 1.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Mechanized Ninja Cavalry {1}{R/W}

Artifact Creature -- Robot Ninja

When this creature enters, create a 1/1 colorless Robot artifact creature token.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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 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

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Omni-Cheese Pizza {2}

Artifact -- Food

When this artifact enters, draw a card.
{1}, {T}, Sacrifice this artifact: Add one mana of any color.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

[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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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.

[sideboard]

4/4

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.

[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

Raphael, Most Attitude {3}{R}

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.

[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

Playtest cards - udomyon - Sealed (???????? #4) sheet 11/13 - 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.

Rock Soldiers (3)(R)

Artifact Creature -- Elemental Soldier

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

[sideboard]

4/3

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Shredder's Revenge (2)(B)

Sorcery

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

[sideboard]

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[sideboard]

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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.

[sideboard]

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Squirrelanoids (B)

Creature -- Squirrel Mutant

Deathtouch

[sideboard]

1/1

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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

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Tunnel Rats (1)(B)

Creature -- Rat

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

[sideboard]

2/2

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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]

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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

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