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

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Artifact -- Food

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When this artifact enters, destroy target creature.
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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.

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.)

5/4

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

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

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

Playtest cards - ymst35773 - Sealed (???????? #4) 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

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

Playtest cards - ymst35773 - Sealed (???????? #4) sheet 2/6 - 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.

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

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

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oroku Saki, Shredder Rising (2)(B)

Legendary Creature -- Human Ninja

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. He enters tapped and attacking.)
Whenever Oroku Saki deals combat damage to a player, you draw a card and lose 1 life.

3/1

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.

Raph & Mikey, Troublemakers 5 R/G R/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

Rat King, Verminister 1 B

Legendary Creature -- Rat Avatar

Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, create a 1/1 black Rat creature token and put a +1/+1 counter on Rat King.
{T}, Sacrifice three Rats: Return target creature card and all other cards with the same name as that card from your graveyard to the battlefield tapped.

1/1

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

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

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

Stomped by the Foot 1 B

Instant

Kicker--Sacrifice an artifact or creature. (You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.)
Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomped by the Foot 1 B

Instant

Kicker--Sacrifice an artifact or creature. (You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.)
Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ymst35773 - Sealed (???????? #4) 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.

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

Tenderize (1)(G)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Transdimensional Bovine (2)(G)

Creature -- Ox Avatar

Flying
{T}: Add two mana of any one color.

0/4

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.")

2/2

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.

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Turtle Techie {3}{U}

Legendary Creature -- Mutant Ninja Turtle

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

[sideboard]

3/4

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

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

Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

[sideboard]

1/1

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.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ymst35773 - Sealed (???????? #4) sheet 6/6 - 7 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.