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

Buzz Bots (1)(U)

Artifact Creature -- Robot Insect

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When this creature dies, draw a card.

1/1

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JillSamenasi - Sealed (???????? #4) sheet 1/18 - 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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

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

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

Legendary Creature -- Ox Mole Mutant

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

8/8

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}.)

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({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, Master Mind {6}{U}{U}

Legendary Artifact Creature -- Utrom Warrior

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Krang enters, if you have fewer than four cards in hand, draw cards equal to the difference.
Krang gets +1/+0 for each other artifact you control.

1/4

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

Playtest cards - JillSamenasi - Sealed (???????? #4) sheet 3/18 - 8 cards - 2.5 x 3.5 in each

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Michelangelo, Mutant BFF {2}{G}{G}

Legendary Creature -- Mutant Ninja Turtle

Each creature you control with a counter on it can't be blocked by more than one creature.
Whenever Michelangelo enters or attacks, 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.")

4/4

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.

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

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.)

3/2

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

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

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

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

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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

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.)

7/7

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.

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

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

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

Weather Maker (3)

Artifact

Landfall -- Whenever a land you control enters, put a charge counter on this artifact.
{T}: Add one mana of any color.
{T}, Remove two charge counters from this artifact: Add {C}{C}.
{T}, Remove three charge counters from this artifact: It deals 3 damage to any target.

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

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

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

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

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

Dark Leo & Shredder {W}{B}

Legendary Creature -- Mutant Ninja Turtle Human

Sneak {W}{B}
Attacking Ninjas you control have deathtouch.
Whenever Dark Leo & Shredder deal combat damage to a player, create a 1/1 black Ninja creature token. Then if you control five or more Ninjas, that player loses half their life, rounded up.

[sideboard]

1/3

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

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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

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

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

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

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

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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

Hard-Won Jitte {1}{R}

Artifact -- Equipment

Equipped creature has double strike.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Henchbots {4}

Artifact Creature -- Robot

When this creature enters, exile target tapped creature an opponent controls until this creature leaves the battlefield.

[sideboard]

2/3

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

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

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

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

Playtest cards - JillSamenasi - Sealed (???????? #4) sheet 8/18 - 8 cards - 2.5 x 3.5 in each

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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

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

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

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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 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.)

[sideboard]

3/3

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.

[sideboard]

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lita, Little Orphan Amphibian 1W

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 2W

Instant

Destroy target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Michelangelo's Technique {4}{G}

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mighty Mutanimals {2}{W}{W}

Creature -- Mutant Rebel

When this creature enters, create a 2/2 red Mutant creature token.
Alliance -- Whenever another creature you control enters, put a +1/+1 counter on target creature you control.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mighty Mutanimals {2}{W}{W}

Creature -- Mutant Rebel

When this creature enters, create a 2/2 red Mutant creature token.
Alliance -- Whenever another creature you control enters, put a +1/+1 counter on target creature you control.

[sideboard]

2/1

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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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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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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 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

Negate (1)(U)

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

New Generation's Technique (3)(G)

Sorcery

Sneak {2}{G} (You may cast this spell for {2}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

[sideboard]

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.

[sideboard]

3/1

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.

[sideboard]

3/1

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

Playtest cards - JillSamenasi - Sealed (???????? #4) sheet 13/18 - 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.

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

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Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

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

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

Quintessential Katana {W}

Artifact -- Equipment

Equipped creature gets +1/+1 and has "Whenever this creature deals combat damage, untap it and you gain 2 life."
Whenever a Ninja you control enters, you may attach this Equipment to it.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JillSamenasi - Sealed (???????? #4) sheet 15/18 - 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.

Raphael, Ninja Destroyer 2RR

Legendary Creature -- Mutant Ninja Turtle

Raphael must be blocked if able.
Enrage -- Whenever Raphael is dealt damage, add that much {R}. Until end of turn, you don't lose this mana as steps and phases end.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rat King, Verminister 1B

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell 1G

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

Shredder's Armor 1B

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

Spicy Oatmeal Pizza 2R

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter, Hamato Yoshi 1B

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, Hamato Yoshi 1B

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

Squirrelanoids B

Creature -- Squirrel Mutant

Deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stockman, Mad Fly-entist 4U

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

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.

[sideboard]

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 - JillSamenasi - Sealed (???????? #4) sheet 18/18 - 8 cards - 2.5 x 3.5 in each

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