

Ambitious Augmenter ⑥ Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambitious Augmenter ⑥ Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambitious Augmenter ⑥ Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ambitious Augmenter ⑥ Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Basilisk Collar ① Artifact -- Equipment Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basilisk Collar ① Artifact -- Equipment Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ba Sing Se Land This land enters tapped unless you control a basic land. {T}: Add {G}. {2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ba Sing Se Land This land enters tapped unless you control a basic land. {T}: Add {G}. {2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gene Pollinator 6 Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellcat, Undying Vigilante 66 Legendary Creature -- Human Hero Haste When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellcat, Undying Vigilante 66 Legendary Creature -- Human Hero Haste When Hellcat dies, return her to the battlefield under her owner's control with a +1/+1 counter on her. She loses all abilities and gains haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Innkeeper's Talent 16 Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Innkeeper's Talent 16 Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iron Man Armor 3 Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has flying. {2}: If this Equipment isn't a creature, it becomes a 0/0 Construct Hero artifact creature with flying and "This creature gets +1/+1 for each artifact you control" until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Michelangelo, Weirdness to 11 16 Legendary Creature -- Mutant Ninja Turtle When Michelangelo 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.") If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Michelangelo, Weirdness to 11 16 Legendary Creature -- Mutant Ninja Turtle When Michelangelo 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.") If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Michelangelo, Weirdness to 11 (1)(6) Legendary Creature -- Mutant Ninja Turtle When Michelangelo 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.") If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mikey & Leo, Chaos & Order (6/W)(6/W) Legendary Creature -- Mutant Ninja Turtle Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mikey & Leo, Chaos & Order (6/W)(6/W) Legendary Creature -- Mutant Ninja Turtle Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mikey & Leo, Chaos & Order (6/W)(6/W) Legendary Creature -- Mutant Ninja Turtle Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ouroboroid (2)(6)(6) Creature -- Plant Wurm At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ouroboroid (2)(6)(6) Creature -- Plant Wurm At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saved by the Shell (1)(6) 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	Saved by the Shell (1)(6) 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

Saved by the Shell 1 6 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	Saved by the Shell 1 6 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	Spider-Man, To the Rescue 2 6/W Legendary Creature -- Spider Human Hero Flash Reach, vigilance No One Dies! -- When Spider-Man enters, you may tap him. When you do, another target nonattacking creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Man, To the Rescue 2 6/W Legendary Creature -- Spider Human Hero Flash Reach, vigilance No One Dies! -- When Spider-Man enters, you may tap him. When you do, another target nonattacking creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Terrasymbiosis 2 6 Enchantment Whenever you put one or more +1/+1 counters on a creature you control, you may draw that many cards. Do this only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. 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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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	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	Warg Tactics Instant Choose one -- * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warg Tactics Instant Choose one -- * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bejeweled Warg Creature -- Wolf Trample Whenever this creature deals combat damage to a player, choose one -- * Put a +1/+1 counter on target Wolf you control. * Create a Treasure token. (It's an artifact with "{ T }", Sacrifice this token: Add one mana of any color.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bejeweled Warg Creature -- Wolf Trample Whenever this creature deals combat damage to a player, choose one -- * Put a +1/+1 counter on target Wolf you control. * Create a Treasure token. (It's an artifact with "{ T }", Sacrifice this token: Add one mana of any color.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emil, Vastlands Roamer Legendary Creature -- Elf Druid Creatures you control with +1/+1 counters on them have trample. { 4 } { 6 } , { T } : Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of differently named lands you control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frog Butler 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

Frog Butler 16 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 PLAYbotbox.dev	Heroic Feast 26 Enchantment When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you gain life, choose up to that many target creatures you control. Put a +1/+1 counter on each of them. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leatherhead, Swamp Stalker 266 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutagen Man, Living Ooze X66 Legendary Creature -- Ooze Mutant Trample Activated abilities of artifact tokens you control cost {1} less to activate. When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mutagen Man, Living Ooze X66 Legendary Creature -- Ooze Mutant Trample Activated abilities of artifact tokens you control cost {1} less to activate. When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novel Nunchaku 26 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novel Nunchaku 26 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tenderize 1 6 Instant Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tenderize 1 6 Instant Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Training Regimen 3 6 Enchantment Creatures you control with +1/+1 counters on them have trample. At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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