

Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dalkovan Encampment Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {W}. {2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step. 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Momo, Playful Pet (W) Legendary Creature -- Lemur Bat Ally Flying, vigilance When Momo leaves the battlefield, choose one -- * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") * Put a +1/+1 counter on target creature you control. * Scry 2. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Momo, Playful Pet (W) Legendary Creature -- Lemur Bat Ally Flying, vigilance When Momo leaves the battlefield, choose one -- * Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") * Put a +1/+1 counter on target creature you control. * Scry 2. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Requiring Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiring Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiring Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requiring Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Splinter's Technique 3B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Splinter's Technique 3B 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guiding Hydra X W Creature -- Hydra Horror This creature enters with X +1/+1 counters on it. At the beginning of combat on your turn, you may remove a +1/+1 counter from this creature. If you do, put a +1/+1 counter on each other creature you control. [sideboard] 1/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guiding Hydra X W Creature -- Hydra Horror This creature enters with X +1/+1 counters on it. At the beginning of combat on your turn, you may remove a +1/+1 counter from this creature. If you do, put a +1/+1 counter on each other creature you control. [sideboard] 1/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refute Destiny 1 W Sorcery Exile target creature or planeswalker that's green or blue. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Refute Destiny 1 W Sorcery Exile target creature or planeswalker that's green or blue. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Requisition Raid W Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2 W W Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2 W W Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terminal Criticism 1 B Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Terminal Criticism ①B Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vindictive Triumph WB Instant Exile target creature or planeswalker. If that permanent's mana value was 3 or less, return it to the battlefield tapped under your control. Exile it at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vindictive Triumph WB Instant Exile target creature or planeswalker. If that permanent's mana value was 3 or less, return it to the battlefield tapped under your control. Exile it at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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