Biosynthic Burst {1}{G}

Instant

Put a +1/+1 counter on target creature you control. It gains reach, trample, and indestructible until end of turn. Untap it. (Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cenote Scout {G}

Creature -- Merfolk Scout

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cenote Scout {G}

Creature -- Merfolk Scout

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryogen Relic {1}{U}

Artifact

When this artifact enters or leaves the battlefield, draw a card.
{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryoshatter {U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets -5/-0.
When enchanted creature becomes tapped or is dealt damage, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Does Machines {1}{U}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
{1}{U}: Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
{4}{U}: Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Gadget Master {2}{U}

Legendary Creature -- Mutant Ninja Turtle

Sneak {1}{U} (You may cast this spell for {1}{U} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Whenever Donatello deals combat damage to a player, create a token that's a copy of target artifact you control.

3/2

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

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 1/8 - 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.

Donatello, Way with Machines (2)(U)

Legendary Creature -- Mutant Ninja Turtle

Flying
Whenever an artifact you control enters, put a +1/+1 counter on Donatello.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Donatello, Way with Machines (2)(U)

Legendary Creature -- Mutant Ninja Turtle

Flying
Whenever an artifact you control enters, put a +1/+1 counter on Donatello.

1/2

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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Basic Land -- Forest

({T}: Add {G}.)

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({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

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 2/8 - 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

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

Gene Pollinator (G)

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

Gene Pollinator (G)

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Galeblade (U)

Creature -- Jellyfish Warrior

Flash
Flying
{2}, Sacrifice this creature: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Operative (1)(U)

Creature -- Jellyfish Rogue

Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 3/8 - 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

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 4/8 - 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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Guardian (4)(U)

Artifact Creature -- Robot Artificer

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Weirdness to 11 (1)(G)

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

Mutagen Man, Living Ooze (X)(G)(G)

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.")

2/3

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

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 5/8 - 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.

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

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

Negate (1)(U)

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate (1)(U)

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ooze Spill (1)(U)(U)

Instant

Counter target spell. 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

Selfcraft Mechan (3)(U)

Artifact Creature -- Robot Artificer

When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card.

3/4

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.

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

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 6/8 - 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.

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

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

Sita Varma, Masked Racer {G}{U}

Legendary Creature -- Human Rogue

Exhaust -- {X}{G}{G}{U}: Put X +1/+1 counters on Sita Varma. Then you may have the base power and toughness of each other creature you control become equal to Sita Varma's power until end of turn. (Activate each exhaust ability only once.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skateboard {1}

Artifact -- Equipment

When this Equipment enters, tap target permanent.
Equipped creature gets +1/+0 and has haste.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyserpent Seeker {G}{U}

Creature -- Snake

Flying, deathtouch
Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spyglass Siren {U}

Creature -- Siren Pirate

Flying
When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stall Out {1}{U}

Sorcery

Tap target creature or Vehicle, then put three stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steelswarm Operator {1}{U}

Artifact Creature -- Robot Soldier

Flying
{T}: Add {U}. Spend this mana only to cast an artifact spell.
{T}: Add {U}{U}. Spend this mana only to activate abilities of artifact sources.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zchbl - Standard (???1 / Standard Cup 1) sheet 7/8 - 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.

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 Van {3}

Artifact -- Vehicle

Whenever this Vehicle attacks, put a +1/+1 counter on target creature that crewed it this turn. Then if that creature is a Mutant, Ninja, or Turtle, double the number of +1/+1 counters on it.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uthros Psionicist {2}{U}

Creature -- Jellyfish Scientist

The second spell you cast each turn costs {2} less to cast.

2/4

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

Mental Modulation {1}{U}

Instant

This spell costs {1} less to cast during your turn.
Tap target artifact or creature.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Modulation {1}{U}

Instant

This spell costs {1} less to cast during your turn.
Tap target artifact or creature.
Draw a card.

[sideboard]

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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