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

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

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

Courier of Comestibles {1}{G}

Creature -- Human Citizen

When this creature enters, you may search your library for a Food card, reveal it, put it into your hand, then shuffle. If you don't put a card into your hand this way, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Beavers {B}

Creature -- Beaver Nightmare

Flying
When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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

Everything Pizza {2}

Artifact -- Food

When this artifact enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
{2}{W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Target player gains 3 life and draws a card. Each of your opponents discards a card. This artifact deals 3 damage to any target. Put three +1/+1 counters on up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

2/4

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.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Headquarters

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Headquarters

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Headquarters

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foot Headquarters

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

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.

5/5

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.

5/5

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

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

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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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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frog Butler 1G

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

Frog Butler 1G

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

Frog Butler 1G

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

Frog Butler 1G

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

Groundchuck & Dirtbag 4GG

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

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

Ice Cream Kitty 1B/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

Playtest cards - hester2003 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SC sheet 4/12 - 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.

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

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

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

Karai, Future of the Foot {1}{W}{B}

Legendary Creature -- Human Ninja

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.)
Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang & Shredder {4}{U/B}{U/B}

Legendary Creature -- Utrom Human Ninja

Whenever Krang & Shredder enter or attack, each opponent exiles cards from the top of their library until they exile a nonland card.
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, you may cast a card exiled with Krang & Shredder without paying its mana cost.

6/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang, Utrom Warlord {9}

Legendary Artifact Creature -- Utrom Robot

Flying, trample, indestructible, haste
Other artifact creatures you control have flying, trample, indestructible, and haste.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Madame Null, Power Broker {2}{B}

Legendary Creature -- Demon Advisor

Deathtouch
Whenever another creature you control enters, you may pay life equal to its power. If you do, put that many +1/+1 counters on it.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Make Your Move {2}{W}

Instant

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

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

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mikey & Don, Party Planners {2}{G/U}{G/U}

Legendary Creature -- Mutant Ninja Turtle

Ward {2}
You may look at the top card of your library any time.
You may play lands and cast Mutant, Ninja, or Turtle spells from the top of your library. If you cast a creature spell this way, that creature enters with an additional +1/+1 counter on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mikey & Leo, Chaos & Order {G/W}{G/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

Mona Lisa, Science Geek {2}{G}

Legendary Creature -- Lizard Mutant

Reach
{T}: Add X mana of any one color, where X is Mona Lisa's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pizza Face, Gastromancer {3}{B}{G}

Legendary Artifact Creature -- Food Mutant

When Pizza Face enters, create a Food token.
Disappear -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, put three +1/+1 counters on up to one other target artifact or creature. If it isn't a creature, it becomes a 0/0 Mutant creature in addition to its other types.
{10}, {T}, Sacrifice Pizza Face: You gain 15 life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Putrid Pals {2}{B/G}{B/G}

Creature -- Human Ooze Mutant

Deathtouch
Disappear -- This creature enters with two +1/+1 counters on it if a permanent left the battlefield under your control this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Putrid Pals {2}{B/G}{B/G}

Creature -- Human Ooze Mutant

Deathtouch
Disappear -- This creature enters with two +1/+1 counters on it if a permanent left the battlefield under your control this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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

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

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

Shark Shredder, Killer Clone {2}{B}{B}

Legendary Creature -- Shark Octopus Ninja

Sneak {3}{B}{B}
First strike
Whenever Shark Shredder deals combat damage to a player, put up to one target creature card from that player's graveyard onto the battlefield under your control. It enters tapped and attacking that player.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Armor {1}{B}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Technique {2}{B}

Sorcery

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.)
Destroy target creature or enchantment. If an enchantment was destroyed this way, you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shredder's Technique {2}{B}

Sorcery

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.)
Destroy target creature or enchantment. If an enchantment was destroyed this way, you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder, Unrelenting {4}{B}

Legendary Creature -- Human Ninja

Sneak {3}{B} (You may cast this spell for {3}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Deathtouch
Whenever Shredder enters or attacks, another target creature you control gains deathtouch until end of turn.

6/4

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

South Wind Avatar {3}{B}

Creature -- Snake Spirit Avatar

Deathtouch
Whenever another creature you control dies, you gain life equal to its toughness.
Whenever you gain life, each opponent loses 1 life.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter, Hamato Yoshi {1}{B}

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter, Radical Rat {1}{W/B}{W/B}

Legendary Creature -- Mutant Ninja Rat

If a triggered ability of a Ninja creature you control triggers, that ability triggers an additional time.
{1}{U}: Target Ninja can't be blocked this turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter's Technique {3}{B}

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 PLAY botbox.dev

Squirrelanoids {B}

Creature -- Squirrel Mutant

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Squirrelanoids (B)

Creature -- Squirrel Mutant

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squirrelanoids (B)

Creature -- Squirrel Mutant

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squirrelanoids (B)

Creature -- Squirrel Mutant

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Treats {1}{B}{G}

Instant

Destroy target artifact or creature. If its mana value was 4 or less, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Treats {1}{B}{G}

Instant

Destroy target artifact or creature. If its mana value was 4 or less, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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

Tokka & Rahzar, Terrible Twos {B/R}{B/R}

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

3/2

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

Tunnel Rats {1}{B}

Creature -- Rat

{4}{B}: Return this card from your graveyard to the battlefield tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

3/4

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

Venus, Torn Between Worlds {4}{G}

Legendary Creature -- Mutant Frog Turtle

Whenever Venus is dealt damage, put that many +1/+1 counters on her. (She must survive the damage to get the counters.)
Whenever a creature you control with a counter on it deals combat damage to a player, you may pay {U}. If you do, draw a card.

5/5

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

Courier of Comestibles {1}{G}

Creature -- Human Citizen

When this creature enters, you may search your library for a Food card, reveal it, put it into your hand, then shuffle. If you don't put a card into your hand this way, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

[sideboard]

1/2

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Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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Putrid Pals {2}{B/G}{B/G}

Creature -- Human Ooze Mutant

Deathtouch
Disappear -- This creature enters with two +1/+1 counters on it if a permanent left the battlefield under your control this turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Putrid Pals {2}{B/G}{B/G}

Creature -- Human Ooze Mutant

Deathtouch
Disappear -- This creature enters with two +1/+1 counters on it if a permanent left the battlefield under your control this turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hester2003 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SC sheet 12/12 - 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.