

<div> Basking Broodscale 1G </div> <div> Creature -- Eldrazi Lizard </div> <div> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Basking Broodscale 1G </div> <div> Creature -- Eldrazi Lizard </div> <div> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Boggart Trawler 2B </div> <div> Creature -- Goblin </div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> [sideboard] </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cursed Wombat BG </div> <div> Creature -- Nightmare Wombat </div> <div> <p>{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn."</p> </div> <div> [sideboard] </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Cyclops Superconductor 1UR </div> <div> Creature -- Cyclops Wizard </div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters).</p> <p>When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eldrazi Repurposer 2G </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eldrazi Repurposer 2G </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Etched Slith 1B </div> <div> Artifact Creature -- Phyrexian Slith </div> <div> <p>Menace</p> <p>Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. When you do, you may remove a counter from another target permanent or opponent.</p> </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - boom_bust - Limited (Limited Super Qualifier)

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 1/6 - 8 cards - 2.5 x 3.5 in each

<div> <div> Etherium Pteramander ⓑ </div> <div> Artifact Creature -- Salamander Drake </div> <div> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <p>{6}{B}: Adapt 4. This ability costs {1} less to activate for each other artifact you control. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)</p> <p>[sideboard]</p> <div>1/1</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div> Evolution Witness ②ⓖ </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> <p>[sideboard]</p> <div>2/1</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div> Expanding Ooze ①ⓑⓖ </div> <div> Creature -- Ooze </div> <div> <p>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <div>3/3</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div> Expanding Ooze ①ⓑⓖ </div> <div> Creature -- Ooze </div> <div> <p>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <div>3/3</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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2 R

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."

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1 B

Choose one --

- * Target player creates a 2/2 black Zombie creature token.
- * Return target creature card from your graveyard to your hand.

Entwine {2} (Choose both if you pay the entwine cost.)

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3 B

Menace
When this creature enters, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

3/2

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① ⑥

You may exert this creature as it attacks. When you do, target creature gets +X/+X until end of turn, where X is the number of counters on permanents you control. (An exerted creature won't untap during your next untap step.)

{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)

1/1

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③ ④

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.

3/3

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③ R

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.

3/3

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③ ④

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.

3/3

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③R

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.

3/3

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Island <hr/> Basic Land -- Island <hr/> ({T}: Add {U}.) [sideboard]	Malevolent Rumble ①⑥ <hr/> Sorcery <hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard]	Meteoric Mace ④②② <hr/> Artifact -- Equipment <hr/> Equipped creature gets +4/+0 and has trample. Equip {4} Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) [sideboard]	Molten Gatekeeper ②② <hr/> Artifact Creature -- Golem <hr/> Whenever another creature you control enters, this creature deals 1 damage to each opponent. Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) [sideboard]
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Mountain <hr/> Basic Land -- Mountain <hr/> ({T}: Add {R}.) [sideboard]	Nightshade Dryad ①⑥ <hr/> Creature -- Dryad <hr/> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard]	Ophiomancer ②② <hr/> Creature -- Human Shaman <hr/> At the beginning of each upkeep, if you control no Snakes, create a 1/1 black Snake creature token with deathtouch. [sideboard]	Rosheen, Roaring Prophet ②②⑥ <hr/> Legendary Creature -- Giant Shaman <hr/> When Rosheen enters, mill six cards. You may put a card with {X} in its mana cost from among them into your hand. {T}: Reveal any number of cards with {X} in their mana cost in your hand. Add {C}{C} for each card revealed this way. Spend this mana only on costs that contain {X}. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 4/6 - 8 cards - 2.5 x 3.5 in each

Shattered Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.) [sideboard] <div>4/4</div>	Signature Slam 2G Instant Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.) [sideboard] <div>4/4</div>	Skoa, Embermage 4RR Legendary Creature -- Goblin Wizard When Skoa enters, it deals 4 damage to any target. Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target. [sideboard] <div>4/4</div>	Temperamental Oozewagg 3G Creature -- Ooze Brushwagg {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.) [sideboard] <div>4/4</div>
Thriving Skyclaw 2RR Creature -- Cat Dragon Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it. [sideboard] <div>3/2</div>	Twisted Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.) [sideboard] <div>3/1</div>	Voidpouncer 1R Creature -- Eldrazi Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste. [sideboard] <div>3/1</div>	Voidpouncer 1R Creature -- Eldrazi Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste. [sideboard] <div>3/1</div>

③ U/B

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.

[sideboard]

- - - BACK FACE - - -

Land

This land enters tapped.
{T}: Add {U} or {B}.

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G

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

[sideboard]

1/1

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