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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |
| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## (B)(R)

At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## (B)(R)

At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Fireglass Mentor</b> (B)(R)<br>Creature -- Lizard Warlock<br>At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fireglass Mentor</b> (B)(R)<br>Creature -- Lizard Warlock<br>At the beginning of your second main phase, if an opponent lost life this turn, exile the top two cards of your library. Choose one of them. Until end of turn, you may play that card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flamecache Gecko</b> (1)(R)<br>Creature -- Lizard Warlock<br>When this creature enters, if an opponent lost life this turn, add {B}{R}.<br>{1}{R}, Discard a card: Draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   | <b>Flamecache Gecko</b> (1)(R)<br>Creature -- Lizard Warlock<br>When this creature enters, if an opponent lost life this turn, add {B}{R}.<br>{1}{R}, Discard a card: Draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                   |
| <b>Flamecache Gecko</b> (1)(R)<br>Creature -- Lizard Warlock<br>When this creature enters, if an opponent lost life this turn, add {B}{R}.<br>{1}{R}, Discard a card: Draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Flamecache Gecko</b> (1)(R)<br>Creature -- Lizard Warlock<br>When this creature enters, if an opponent lost life this turn, add {B}{R}.<br>{1}{R}, Discard a card: Draw a card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Gev, Scaled Scorch</b> (B)(R)<br>Legendary Creature -- Lizard Mercenary<br>Ward--Pay 2 life.<br>Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.<br>Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gev, Scaled Scorch</b> (B)(R)<br>Legendary Creature -- Lizard Mercenary<br>Ward--Pay 2 life.<br>Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.<br>Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Gev, Scaled Scorch</b> (B)(R)<br>Legendary Creature -- Lizard Mercenary<br>Ward--Pay 2 life.<br>Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.<br>Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gev, Scaled Scorch</b> (B)(R)<br>Legendary Creature -- Lizard Mercenary<br>Ward--Pay 2 life.<br>Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.<br>Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                |
| <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                  | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                  | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                | <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                  | <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                  |
| <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Iridescent Vinelasher</b> <span>(B)</span><br>Creature -- Lizard Assassin<br>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Laughing Jasper Flint</b> <span>(1)(B)(R)</span><br>Legendary Creature -- Lizard Rogue<br>Creatures you control but don't own are Mercenaries in addition to their other types.<br>At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Laughing Jasper Flint</b> <span>(1)(B)(R)</span><br>Legendary Creature -- Lizard Rogue<br>Creatures you control but don't own are Mercenaries in addition to their other types.<br>At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Laughing Jasper Flint 1BR</div><div>Legendary Creature -- Lizard Rogue</div><div>Creatures you control but don't own are Mercenaries in addition to their other types.<br/>At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Laughing Jasper Flint 1BR</div><div>Legendary Creature -- Lizard Rogue</div><div>Creatures you control but don't own are Mercenaries in addition to their other types.<br/>At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div>                                                                                                                                                                                | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div>                                                                                                                                                                                                                                 |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Mudflat Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B}. Spend this mana only to cast a creature spell.<br/>{1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand.</div></div></div> | <div><div><div>Restless Vents</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.<br/>{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.<br/>Whenever this land attacks, you may discard a card. If you do, draw a card.</div></div></div> |

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| <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sulfurous Springs</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              |

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| <div> <b>Thought-Stalker Warlock</b> <span>2</span><span>B</span> </div> <div>           Creature -- Lizard Warlock         </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Thought-Stalker Warlock</b> <span>2</span><span>B</span> </div> <div>           Creature -- Lizard Warlock         </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Thought-Stalker Warlock</b> <span>2</span><span>B</span> </div> <div>           Creature -- Lizard Warlock         </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Valley Flamecaller</b> <span>2</span><span>R</span> </div> <div>           Creature -- Lizard Warlock         </div> <div> <p>If a Lizard, Mouse, Otter, or Raccoon you control would deal damage to a permanent or player, it deals that much damage plus 1 instead.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Abrade</b> <span>1</span><span>R</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                            | <div> <b>Abrade</b> <span>1</span><span>R</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                            | <div> <b>Cut Down</b> <span>B</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                      | <div> <b>Duress</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                  |



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| <div><div><div>Duress</div><div>①B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><div>Duress</div><div>①B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Glistening Deluge</div><div>①B①B</div></div><div>Sorcery</div><div>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Glistening Deluge</div><div>①B①B</div></div><div>Sorcery</div><div>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div><div>Long Goodbye</div><div>①B</div></div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scales of Shale</div><div>②B</div></div><div>Instant</div><div>Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.) Target creature gets +2/+0 and gains lifelink and indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scales of Shale</div><div>②B</div></div><div>Instant</div><div>Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.) Target creature gets +2/+0 and gains lifelink and indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scales of Shale</div><div>②B</div></div><div>Instant</div><div>Affinity for Lizards (This spell costs {1} less to cast for each Lizard you control.) Target creature gets +2/+0 and gains lifelink and indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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