

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

Flamecache Gecko (1)(R) Creature -- Lizard Warlock When this creature enters, if an opponent lost life this turn, add {B}{R}. {1}{R}, Discard a card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamecache Gecko (1)(R) Creature -- Lizard Warlock When this creature enters, if an opponent lost life this turn, add {B}{R}. {1}{R}, Discard a card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamecache Gecko (1)(R) Creature -- Lizard Warlock When this creature enters, if an opponent lost life this turn, add {B}{R}. {1}{R}, Discard a card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flamecache Gecko (1)(R) Creature -- Lizard Warlock When this creature enters, if an opponent lost life this turn, add {B}{R}. {1}{R}, Discard a card: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gev, Scaled Scorch (B)(R) Legendary Creature -- Lizard Mercenary Ward--Pay 2 life. Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn. Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gev, Scaled Scorch (B)(R) Legendary Creature -- Lizard Mercenary Ward--Pay 2 life. Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn. Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gev, Scaled Scorch (B)(R) Legendary Creature -- Lizard Mercenary Ward--Pay 2 life. Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn. Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gev, Scaled Scorch (B)(R) Legendary Creature -- Lizard Mercenary Ward--Pay 2 life. Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn. Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iridescent Vinelasher (B) Creature -- Lizard Assassin 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.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iridescent Vinelasher (B) Creature -- Lizard Assassin 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.) Landfall -- Whenever a land you control enters, this creature deals 1 damage to target opponent. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laughing Jasper Flint (1)(B)(R) Legendary Creature -- Lizard Rogue Creatures you control but don't own are Mercenaries in addition to their other types. 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. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laughing Jasper Flint (1)(B)(R) Legendary Creature -- Lizard Rogue Creatures you control but don't own are Mercenaries in addition to their other types. 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. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Laughing Jasper Flint (1)(B)(R) Legendary Creature -- Lizard Rogue Creatures you control but don't own are Mercenaries in addition to their other types. 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. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mudflat Village Land {T}: Add {C}. {T}: Add {B}. Spend this mana only to cast a creature spell. {1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {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. Whenever this land attacks, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. 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	Thought-Stalker Warlock 2B Creature -- Lizard Warlock Menace (This creature can't be blocked except by two or more creatures.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thought-Stalker Warlock (2)(B) Creature -- Lizard Warlock Menace (This creature can't be blocked except by two or more creatures.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Stalker Warlock (2)(B) Creature -- Lizard Warlock Menace (This creature can't be blocked except by two or more creatures.) 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Flamecaller (2)(R) Creature -- Lizard Warlock 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Flamecaller (2)(R) Creature -- Lizard Warlock 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Case of the Crimson Pulse (2)(R) Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 8/10 - 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.

Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Go for the Throat 1B Instant Destroy target nonartifact creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scales of Shale 2B Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scales of Shale 2B Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urabrask's Forge 2R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Urabrask's Forge 2 R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urabrask's Forge 2 R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urabrask's Forge 2 R Artifact At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	--	--	--

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 10/10 - 3 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.