## Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Swamp Mountain

({T}: Add {B} or {R}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Venom01 - Standard v3 Group 420636 (Fireglass Mentor, Flamecache Gecko) (** sheet 1/10 - 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.

## Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev


## Fireglass Mentor (B)(R)

Creature -- Lizard Warlock

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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Creature -- Lizard Warlock

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


**Playtest cards - Venom01 - Standard v3 Group 420636 (Fireglass Mentor, Flamecache Gecko) (** sheet 2/10 - 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.

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**2/1**

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

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{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

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**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hired Claw {R}

Creature -- Lizard Mercenary

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.
{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Ingris Stingerquill {B}{R}{R}

Legendary Creature -- Elder Sphinx

Flying
Whenever a creature you control attacks, that creature deals 1 damage to each opponent.
{4}: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Then creatures you control gain haste until end of turn.

**1/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/4**

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


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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


## Master of Barbs {1}{R}

Creature -- Lizard Bard

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

**2/1**

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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

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rockface Village

Land

{T}: Add {C}.
{T}: Add {R}. Spend this mana only to cast a creature spell.
{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Rockface Village

Land

{T}: Add {C}.
{T}: Add {R}. Spend this mana only to cast a creature spell.
{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

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This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stingerquill Charm {B}{R}

Instant

Choose one --
* Stingerquill Charm deals 3 damage to any target.
* Target creature gains first strike and deathtouch until end of turn.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn.

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**Playtest cards - Venom01 - Standard v3 Group 420636 (Fireglass Mentor, Flamecache Gecko) (** sheet 7/10 - 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.

## 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

## 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

## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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**Duress** B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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**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 PLAY botbox.dev

**Magebane Lizard** 1 R

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Magebane Lizard** 1 R

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1/4

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[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Requiting Hex** B

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Requiting Hex** B

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Venom01 - Standard v3 Group 420636 (Fireglass Mentor, Flamecache Gecko) (** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

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.

[sideboard]

**2/2**

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Venom01 - Standard v3 Group 420636 (Fireglass Mentor, Flamecache Gecko) (** 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.