

Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

®

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.

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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.

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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.

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(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

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2/1

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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	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	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

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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	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	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	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

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	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	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	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
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	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

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 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 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 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 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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Stingerquill Charm 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stingerquill Charm 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stingerquill Charm 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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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Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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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

②③

Creature -- Lizard Warlock

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```

3/3

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②RR

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

$[+1]$: Add $\{R\}\{R\}$.

```
[-3]: Chandra deals 4 damage to
target creature.
```

```
[7]: You get an emblem with
"Whenever you cast a spell, this
emblem deals 5 damage to any
target."
```

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L 4

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2 R R

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add $\{R\}\{R\}$.

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[sidebar]

L 4

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ⓑ

Sorcery

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

Sorcery

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laughing Jasper Flint 1B 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. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Laughing Jasper Flint 1B 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. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stinging Vitriol B R Sorcery Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stinging Vitriol B R Sorcery Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	