

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

①R

When this creature enters, if an opponent lost life this turn, add {B}{R}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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) <u>Legendary Creature -- Lizard Mercenary</u> 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) <u>Legendary Creature -- Lizard Mercenary</u> 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) <u>Legendary Creature -- Lizard Mercenary</u> 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	Hired Claw (R) <u>Creature -- Lizard Mercenary</u> 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) <u>Creature -- Lizard Mercenary</u> 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) <u>Creature -- Lizard Mercenary</u> 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) <u>Creature -- Lizard Mercenary</u> 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) <u>Legendary Creature -- Elder Sphinx</u> 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
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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 PLAYbotbox.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 PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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	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	Samut, Hazoret's Champion 1R Legendary Creature -- Human Warrior Cleric Creatures you control have haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Samut, Hazoret's Champion 1R Legendary Creature -- Human Warrior Cleric Creatures you control have haste. 2/2 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

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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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Flamecaller (2)

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

Valley Flamecaller (2R)

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3/3

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.

[sidebar]

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon the Oathless (2)(B)

Legendary Creature -- Human Mercenary

Ward--Discard a card.
Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player.
Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon the Oathless (2)(B)

Legendary Creature -- Human Mercenary

Ward--Discard a card.
Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player.
Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player.

[sideboard]

3/3

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	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Roku 2 R R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- -- BACK FACE -- -- Avatar Roku Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Roku 2 R R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control. [sideboard] ----- -- -- BACK FACE -- -- Avatar Roku Legendary Creature -- Avatar Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.) {8}: Create a 4/4 red Dragon creature token with flying and firebending 4. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

