

<div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blazemire Verge</div><div>Land</div><div><div>{T}: Add {B}.</div><div>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><div>{T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Fireglass Mentor</div> <div>Creature -- Lizard Warlock</div> <div> <p>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.</p> <p>Until end of turn, you may play that card.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Fireglass Mentor</div> <div>Creature -- Lizard Warlock</div> <div> <p>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.</p> <p>Until end of turn, you may play that card.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

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. <div>2/1</div> 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. <div>2/1</div> 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. <div>2/2</div> 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. <div>2/2</div> 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. <div>2/2</div> 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. <div>2/2</div> 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. <div>3/2</div> 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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Gev, Scaled Scorch (B)(R) </div> <div> Legendary Creature -- Lizard Mercenary </div> <div> <p>Ward--Pay 2 life.</p> <p>Other creatures you control enter with an additional +1/+1 counter on them for each opponent who lost life this turn.</p> <p>Whenever you cast a Lizard spell, Gev deals 1 damage to target opponent.</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Haunted Ridge </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Hired Claw (R) </div> <div> Creature -- Lizard Mercenary </div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</p> <p>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Hired Claw (R) </div> <div> Creature -- Lizard Mercenary </div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</p> <p>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Hired Claw (R) </div> <div> Creature -- Lizard Mercenary </div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</p> <p>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Hired Claw (R) </div> <div> Creature -- Lizard Mercenary </div> <div> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</p> <p>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ingris Stingerquill (B)(R)(R) </div> <div> Legendary Creature -- Elder Sphinx </div> <div> <p>Flying</p> <p>Whenever a creature you control attacks, that creature deals 1 damage to each opponent.</p> <p>{4}: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Then creatures you control gain haste until end of turn.</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ingris Stingerquill (B)(R)(R) </div> <div> Legendary Creature -- Elder Sphinx </div> <div> <p>Flying</p> <p>Whenever a creature you control attacks, that creature deals 1 damage to each opponent.</p> <p>{4}: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Then creatures you control gain haste until end of turn.</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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. <div>1/4</div> 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. <div>1/2</div> 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. <div>1/2</div> 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. <div>1/2</div> 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. <div>1/2</div> 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. <div>2/1</div> 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. <div>2/1</div> 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Master of Barbs<div><div>1</div><div>R</div></div></div><div>Creature -- Lizard Bard</div><div>Menace Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Starting Town</div><div>Land -- Town</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stingerquill Charm</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stingerquill Charm</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stingerquill Charm</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stingerquill Charm</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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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damage to a permanent or player, it
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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.

[sidebar]

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.

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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.

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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

<div><div><div>Duress</div><div>B</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>B</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>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Requiting Hex</div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Requiting Hex</div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thought-Stalker Warlock</div> <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> <p>[sideboard]</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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