

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

B

Destroy target creature with total power and toughness 5 or less.

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① ②

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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BR

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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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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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
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Playtest cards - GoblinLackey128977 - Standard (Standard League)

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;

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Thought-Stalker Warlock ②⑧ 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 ②⑧ 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 ②⑧ 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 ②⑧ 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
Cut Down ⑧ Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down ⑧ Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress ⑧ 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 ⑧ 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 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	Glistening Deluge 1B B Sorcery All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glistening Deluge 1B B Sorcery All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	
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