Agonasaur Rex {3}{G}{G}

Creature -- Dinosaur

Trample
Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Belligerent Yearling {1}{R}

Creature -- Dinosaur

Trample
Whenever another Dinosaur you control enters, you may have this creature's base power become equal to that creature's power until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Belligerent Yearling {1}{R}

Creature -- Dinosaur

Trample
Whenever another Dinosaur you control enters, you may have this creature's base power become equal to that creature's power until end of turn.

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Trample
Whenever another Dinosaur you control enters, you may have this creature's base power become equal to that creature's power until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) 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.

Bonehoard Dracosaur {3}{R}{R}

Creature -- Dinosaur Dragon

Flying, first strike
At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta, Primal Hunger {10}{G}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.
Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Elder Dinosaur

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ixalli's Lorekeeper {G}

Creature -- Human Druid

{T}: Add one mana of any color. Spend this mana only to cast a Dinosaur spell or activate an ability of a Dinosaur source.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ixalli's Lorekeeper {G}

Creature -- Human Druid

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) sheet 3/10 - 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.

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pugnacious Hammerskull {2}{G}

Creature -- Dinosaur

Whenever this creature attacks while you don't control another Dinosaur, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) sheet 4/10 - 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.

Regal Imperiosaur 1GG

Creature -- Dinosaur

Other Dinosaurs you control get +1/+1.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Regal Imperiosaur 1GG

Creature -- Dinosaur

Other Dinosaurs you control get +1/+1.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Regal Imperiosaur 1GG

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Regal Imperiosaur 1GG

Creature -- Dinosaur

Other Dinosaurs you control get +1/+1.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

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 or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

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 or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Self-Destruct 1R

Instant

Target creature you control deals X damage to any other target and X damage to itself, where X is its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Self-Destruct 1R

Instant

Target creature you control deals X damage to any other target and X damage to itself, where X is its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) sheet 5/10 - 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.

Self-Destruct (1)(R)

Instant

Target creature you control deals X damage to any other target and X damage to itself, where X is its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise (G)

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise (G)

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strength of Will (1)(G)

Instant

Until end of turn, target creature you control gains indestructible and "Whenever this creature is dealt damage, put that many +1/+1 counters on it."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Strength of Will {1}{G}

Instant

Until end of turn, target creature you control gains indestructible and "Whenever this creature is dealt damage, put that many +1/+1 counters on it."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strength of Will {1}{G}

Instant

Until end of turn, target creature you control gains indestructible and "Whenever this creature is dealt damage, put that many +1/+1 counters on it."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Skullspore Nexus {6}{G}{G}

Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures.
{2}, {T}: Double target creature's power until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
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{2}, {T}: Double target creature's power until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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{T}: Add {G}. Activate only if you control a Mountain or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

[sideboard]

1/1

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Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Sniper {G}

Creature -- Human Archer

Reach, vigilance, deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) sheet 8/10 - 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.

Glorious Decay {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Glorious Decay deals 4 damage to target creature with flying.
* Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorious Decay {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Glorious Decay deals 4 damage to target creature with flying.
* Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
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* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Palani's Hatcher {3}{R}{G}

Creature -- Dinosaur

Other Dinosaurs you control have haste.
When this creature enters, create two 0/1 green Dinosaur Egg creature tokens.
At the beginning of combat on your turn, if you control one or more Eggs, sacrifice an Egg, then create a 3/3 green Dinosaur creature token.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Palani's Hatcher {3}{R}{G}

Creature -- Dinosaur

Other Dinosaurs you control have haste.
When this creature enters, create two 0/1 green Dinosaur Egg creature tokens.
At the beginning of combat on your turn, if you control one or more Eggs, sacrifice an Egg, then create a 3/3 green Dinosaur creature token.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) sheet 9/10 - 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.

Self-Destruct {1}{R}

Instant

Target creature you control deals X damage to any other target and X damage to itself, where X is its power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Haustyy - Standard (Standard Challenge 32) 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.