Beastcaller Savant 1G

Creature -- Elf Shaman Ally

Haste
{T}: Add one mana of any color. Spend this mana only to cast a creature spell.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Glade

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped unless you control two or more basic lands.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ???, ?? - Unknown format (MO ???99???#2 (?123????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {G}.

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As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Huatli, Poet of Unity

Card

- - - OTHER FACE - - -

Huatli, Poet of Unity

Card

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intrepid Paleontologist (1)(G)

Creature -- Human Druid

{T}: Add one mana of any color.
{2}: Exile target card from a graveyard.
You may cast Dinosaur creature spells from among cards you own exiled with this creature. If you cast a spell this way, that creature enters with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Loamspeaker {1}{G}

Creature -- Elf Druid

{T}: Add one mana of any color.
{T}: Target land you control becomes a 3/3 Elemental creature with haste until end of turn. It's still a land. Activate only as a sorcery.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ???, ?? - Unknown format (MO ???99???#2 (?123????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - ???, ?? - Unknown format (MO ???99???#2 (?123????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Poetic Ingenuity (2)(R)

Enchantment

Whenever one or more Dinosaurs you control attack, create that many Treasure tokens.
Whenever you cast an artifact spell, create a 3/1 red Dinosaur creature token. This ability triggers only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Regal Imperiosaur (1)(G)(G)

Creature -- Dinosaur

Other Dinosaurs you control get +1/+1.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sheltered Thicket

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shifting Ceratops (2)(G)(G)

Creature -- Dinosaur

This spell can't be countered.
Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.)
{G}: This creature gains your choice of reach, trample, or haste until end of turn.

5/4

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Playtest cards - ???, ?? - Unknown format (MO ???99???#2 (?123????CS) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Territorial Allosaurus 2GG

Creature -- Dinosaur

Kicker {2}{G} (You may pay an additional {2}{G} as you cast this spell.)
When this creature enters, if it was kicked, it fights another target creature.

5/5

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathgorge Scavenger 2G

Creature -- Dinosaur

Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.

[sideboard]

3/2

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ???, ?? - Unknown format (MO ???99???#2 (?123????CS) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Into the Fire {2}{R}

Sorcery

Choose one --
* Into the Fire deals 2 damage to each creature, planeswalker, and battle.
* Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kogla and Yidaro {2}{R}{R}{G}{G}

Legendary Creature -- Ape Dinosaur Turtle

When Kogla and Yidaro enters, choose one --
* It gains trample and haste until end of turn.
* It fights target creature you don't control.
{2}{R}{G}, Discard this card: Destroy up to one target artifact or enchantment. Shuffle this card into your library from your graveyard, then draw a card.

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ???, ?? - Unknown format (MO ???99???#2 (?123????CS) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Verdant Command (1)(G)

Instant

Choose two --
* Target player creates two tapped 1/1 green Squirrel creature tokens.
* Counter target loyalty ability of a planeswalker.
* Exile target card from a graveyard.
* Target player gains 3 life.

[sideboard]

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