

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	Bristling Backwoods Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Paleontologist ①⑥ 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 PLAYbotbox.dev	Intrepid Paleontologist ①⑥ 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 PLAYbotbox.dev	Intrepid Paleontologist ①⑥ 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 PLAYbotbox.dev

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Ixalli's Lorekeeper ⑥ 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 ⑥ 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 ⑥ 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 ⑥ 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

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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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2 G

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them.

4/3

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Triumphant Chomp deals damage to target creature equal to 2 or the greatest power among Dinosaurs you control, whichever is greater.

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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.

sheet 7/8 - 8 cards - 2.5 x 3.5 in each

