

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. 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. 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Etali, Primal Conqueror Card ----- OTHER FACE ----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Huatli, Poet of Unity Card ----- OTHER FACE ----- Huatli, Poet of Unity Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Huatli, Poet of Unity Card ----- OTHER FACE ----- Huatli, Poet of Unity Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulking Raptor 2GG Creature -- Dinosaur Ward {2} At the beginning of your first main phase, add {G}{G}. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulking Raptor 2GG Creature -- Dinosaur Ward {2} At the beginning of your first main phase, add {G}{G}. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Intrepid Paleontologist 1G 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	Intrepid Paleontologist 1G 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	Intrepid Paleontologist 1G 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	Invasion of Ixalan 1G Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 ----- BACK FACE ----- Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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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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	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	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	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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Rampaging Raptor 2 R R Creature -- Dinosaur Trample, haste {2}{R}: This creature gets +2/+0 until end of turn. Whenever this creature deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls or battle that player protects. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampaging Raptor 2 R R Creature -- Dinosaur Trample, haste {2}{R}: This creature gets +2/+0 until end of turn. Whenever this creature deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls or battle that player protects. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Samut, Vizier of Naktamun 1 R G Legendary Creature -- Human Warrior Cleric First strike, vigilance, haste Whenever a creature you control deals combat damage to a player, if that creature entered this turn, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Samut, Vizier of Naktamun (1)(R)(G) Legendary Creature -- Human Warrior Cleric First strike, vigilance, haste Whenever a creature you control deals combat damage to a player, if that creature entered this turn, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terror of the Peaks (3)(R)(R) Creature -- Dragon Flying Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terror of the Peaks (3)(R)(R) Creature -- Dragon Flying Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target. 5/4 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
Arlinn, the Pack's Hope (2)(R)(G) Legendary Planeswalker -- Arlinn Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [+1]: Until your next turn, you may cast creature spells as though they had flash, and each creature you control enters with an additional +1/+1 counter on it. [-3]: Create two 2/2 green Wolf creature tokens. [sideboard] L 4 ----- BACK FACE ----- Arlinn, the Moon's Fury Legendary Planeswalker -- Arlinn Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) [+2]: Add {R}{G}. [0]: Until end of turn, Arlinn becomes a 5/5 Werewolf creature with trample, indestructible, and haste. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crushing Canopy (2)(G) Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crushing Canopy (2)(G) Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lukka, Bound to Ruin (2)(R)(R/GP)(G) Legendary Planeswalker -- Lukka Completed ({R/G/P} can be paid with {R}, {G}, or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Add {R}{G}. Spend this mana only to cast creature spells or activate abilities of creatures. [-1]: Create a 3/3 green Phyrexian Beast creature token with toxic 1. [-4]: Lukka deals X damage divided as you choose among any number of target creatures and/or planeswalkers, where X is the greatest power among creatures you control as you activate this ability. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Ascended Animist 3 G G GP GP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to Nature 1 G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to Nature 1 G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Royal Treatment G Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Soulless Jailer 2 Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulless Jailer 2 Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soulless Jailer 2 Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sword of Forge and Frontier 3 Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from green. Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sword of Once and Future ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from blue and from black. Whenever equipped creature deals combat damage to a player, surveil 2. Then you may cast an instant or sorcery spell with mana value 2 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn and Seven ③⑥⑥

Legendary Planeswalker -- Wrenn

[+1]: Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

[0]: Put any number of land cards from your hand onto the battlefield tapped.

[-3]: Create a green Treefolk creature token with reach and "This token's power and toughness are each equal to the number of lands you control."

[-8]: Return all permanent cards from your graveyard to your hand. You get an emblem with "You have no maximum hand size."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn and Seven ③⑥⑥

Legendary Planeswalker -- Wrenn

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[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev