

Commune with Dinosaurs 6 Sorcery Look at the top five cards of your library. You may reveal a Dinosaur or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commune with Dinosaurs 6 Sorcery Look at the top five cards of your library. You may reveal a Dinosaur or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commune with Dinosaurs 6 Sorcery Look at the top five cards of your library. You may reveal a Dinosaur or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. 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	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	Earthshaker Dreadmaw 466 Creature -- Dinosaur Trample When this creature enters, draw a card for each other Dinosaur you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {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	Giant Cindermaw 2R Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Raptor 1R Creature -- Dinosaur Creature spells you cast cost {1} less to cast. Whenever another creature you control enters, this creature deals 2 damage to it. If a Dinosaur is dealt damage this way, this creature gets +2/+0 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Raptor 1R Creature -- Dinosaur Creature spells you cast cost {1} less to cast. Whenever another creature you control enters, this creature deals 2 damage to it. If a Dinosaur is dealt damage this way, this creature gets +2/+0 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marauding Raptor

① R

Creature -- Dinosaur

Creature spells you cast cost {1} less to cast.

Whenever another creature you control enters, this creature deals 2 damage to it. If a Dinosaur is dealt damage this way, this creature gets +2/+0 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever another creature you control enters, this creature deals 2 damage to it. If a Dinosaur is dealt damage this way, this creature gets +2/+0 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land - - Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Basic Land -- Mountain

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Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampaging Ferocidon

②③

Creature -- Dinosaur

Menace
Players can't gain life.
Whenever another creature enters,
this creature deals 1 damage to that
creature's controller.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampaging Ferocidon

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Players can't gain life.
Whenever another creature enters,
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creature's controller.
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampaging Ferocidon (2)(R) Creature -- Dinosaur Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. 3/3 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	Regal Imperiosaur (1)(G)(G) Creature -- Dinosaur Other Dinosaurs you control get +1/+1. 5/4 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
Regal Imperiosaur (1)(G)(G) Creature -- Dinosaur Other Dinosaurs you control get +1/+1. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regisaur Alpha (3)(R)(G) Creature -- Dinosaur Other Dinosaurs you control have haste. When this creature enters, create a 3/3 green Dinosaur creature token with trample. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regisaur Alpha (3)(R)(G) Creature -- Dinosaur Other Dinosaurs you control have haste. When this creature enters, create a 3/3 green Dinosaur creature token with trample. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regisaur Alpha (3)(R)(G) Creature -- Dinosaur Other Dinosaurs you control have haste. When this creature enters, create a 3/3 green Dinosaur creature token with trample. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ripjaw Raptor 2GG Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ripjaw Raptor 2GG Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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®

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, you may reveal a Dinosaur card from your hand. If you do or if you control another Dinosaur, you gain 3 life.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

When this creature enters, you may reveal a Dinosaur card from your hand. If you do or if you control another Dinosaur, you gain 3 life.

[sidebar]

3/3

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rending Volley Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shifting Ceratops 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback 26 Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Frillback 26 Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Frillback 26 Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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