

Balamb T-Rexaur (4)(G)(G) Creature -- Dinosaur Trample When this creature enters, you gain 3 life. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balamb T-Rexaur (4)(G)(G) Creature -- Dinosaur Trample When this creature enters, you gain 3 life. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balamb T-Rexaur (4)(G)(G) Creature -- Dinosaur Trample When this creature enters, you gain 3 life. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balamb T-Rexaur (4)(G)(G) Creature -- Dinosaur Trample When this creature enters, you gain 3 life. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. 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	Commercial District Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Conqueror 5RR Legendary Creature -- Elder Dinosaur Trample When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs. {9}{G/P}: Transform Etali. Activate only as a sorcery. 7/7 ----- BACK FACE ----- Etali, Primal Sickness Legendary Creature -- Phyrexian Elder Dinosaur Trample, indestructible Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.) 11/11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Conqueror 5RR Legendary Creature -- Elder Dinosaur Trample When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs. {9}{G/P}: Transform Etali. Activate only as a sorcery. 7/7 ----- BACK FACE ----- Etali, Primal Sickness Legendary Creature -- Phyrexian Elder Dinosaur Trample, indestructible Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.) 11/11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Conqueror 5RR Legendary Creature -- Elder Dinosaur Trample When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs. {9}{G/P}: Transform Etali. Activate only as a sorcery. 7/7 ----- BACK FACE ----- Etali, Primal Sickness Legendary Creature -- Phyrexian Elder Dinosaur Trample, indestructible Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.) 11/11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Plunderer

① ② R

Creature -- Human Rogue

Menace
At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token.
Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control.

2/2

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Generous Plunderer

① R

Creature -- Human Rogue

Menace

At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalsa, Stampede Tyrant

5 G G G

Legendary Creature -- Elder Dinosaur

Trample
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta, Stampede Tyrant

5GGG

Legendary Creature -- Elder Dinosaur

Trample
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

12/12

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Legendary Creature -- Elder Dinosaur

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When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gishath, Sun's Avatar (5)(R)(G)(W) Legendary Creature -- Dinosaur Avatar Vigilance, trample, haste Whenever Gishath deals combat damage to a player, reveal that many cards from the top of your library. Put any number of Dinosaur creature cards from among them onto the battlefield and the rest on the bottom of your library in a random order. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gishath, Sun's Avatar (5)(R)(G)(W) Legendary Creature -- Dinosaur Avatar Vigilance, trample, haste Whenever Gishath deals combat damage to a player, reveal that many cards from the top of your library. Put any number of Dinosaur creature cards from among them onto the battlefield and the rest on the bottom of your library in a random order. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gishath, Sun's Avatar (5)(R)(G)(W) Legendary Creature -- Dinosaur Avatar Vigilance, trample, haste Whenever Gishath deals combat damage to a player, reveal that many cards from the top of your library. Put any number of Dinosaur creature cards from among them onto the battlefield and the rest on the bottom of your library in a random order. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ergamon (R)(G) 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, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE ----- Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Invasion of Ergamon (R)(G) 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, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE ----- Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ergamon (R)(G) 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, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE ----- Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ergamon (R)(G) 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, create a Treasure token. Then you may discard a card. If you do, draw a card. D 5 ----- BACK FACE ----- Truga Cliffcharger Creature -- Rhino Trample When this creature enters, you may discard a card. If you do, search your library for a land or battle card, reveal it, put it into your hand, then shuffle. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ([T]: Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palani's Hatcher 3RG 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	Rakdos Joins Up 3BR Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakdos Joins Up 3BR Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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4 R R

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

4 R R

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

({T}: Add {B} or {G}.)
 This land enters tapped.
 When this land enters, surveil 1.
 (Look at the top card of your
 library. You may put it into your
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G G

Trample
Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.
When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.

6/6

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] 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. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Magic Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Magic Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fire Magic Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Huatli, Poet of Unity Legendary Creature -- Human Warrior Bard When Huatli enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. {3}{R/W}{R/W}: Exile Huatli, then return her to the battlefield transformed under her owner's control. Activate only as a sorcery. [sideboard] 2/3 BACK FACE Roar of the Fifth People Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Create two 3/3 green Dinosaur creature tokens. II -- This Saga gains "Creatures you control have '{T}: Add {R}, {G}, or {W}.'" III -- Search your library for a Dinosaur card, reveal it, put it into your hand, then shuffle. IV -- Dinosaurs you control gain double strike and trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Huatli, Poet of Unity 2 G Legendary Creature -- Human Warrior Bard When Huatli enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. {3}{R/W}{R/W}: Exile Huatli, then return her to the battlefield transformed under her owner's control. Activate only as a sorcery. [sideboard] 2/3 BACK FACE Roar of the Fifth People Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Create two 3/3 green Dinosaur creature tokens. II -- This Saga gains "Creatures you control have '{T}: Add {R}, {G}, or {W}.' III -- Search your library for a Dinosaur card, reveal it, put it into your hand, then shuffle. IV -- Dinosaurs you control gain double strike and trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunder Magic R Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunder Magic R Instant Tiered (Choose one additional cost.) * Thunder -- {0} -- Thunder Magic deals 2 damage to target creature. * Thundara -- {3} -- Thunder Magic deals 4 damage to target creature. * Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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