

Agonasaur Rex 3GG Creature -- Dinosaur Trample Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonasaur Rex 3GG Creature -- Dinosaur Trample Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agonasaur Rex 3GG Creature -- Dinosaur Trample Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. 8/8 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	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	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 PLAYbotbox.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	Elesh Norn, Mother of Machines 4W Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. 4/7 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
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Forest

Basic Land -- Forest

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

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Ghalta and Mavren (3)(G)(G)(W)(W)

Legendary Creature -- Dinosaur Vampire

Trample
Whenever you attack, choose one --
* Create a tapped and attacking X/X green Dinosaur creature token with trample, where X is the greatest power among other attacking creatures.
* Create X 1/1 white Vampire creature tokens with lifelink, where X is the number of other attacking creatures.

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

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.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kirihiro - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Event)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lumbering Worldwagon (2)(G) Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) 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	Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 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	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
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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.

Smuggler's Surprise Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smuggler's Surprise Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smuggler's Surprise Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Smuggler's Surprise Instant Spree (Choose one or more additional costs.) + {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand. + {4}{G} -- You may put up to two creature cards from your hand onto the battlefield. + {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Trumpeting Carnosaur 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 PLAYbotbox.dev	Trumpeting Carnosaur 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 PLAYbotbox.dev	Trumpeting Carnosaur 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 PLAYbotbox.dev	Trumpeting Carnosaur 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 PLAYbotbox.dev

Vaultborn Tyrant (5)(G)(G) Creature -- Dinosaur 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultborn Tyrant (5)(G)(G) Creature -- Dinosaur 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultborn Tyrant (5)(G)(G) Creature -- Dinosaur 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vorinclex (3)(G)(G) Legendary Creature -- Phyrexian Praetor Reach, trample When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle. {6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 6/6 ----- BACK FACE ----- The Grand Evolution Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield. II -- Distribute seven +1/+1 counters among any number of target creatures you control. III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up). PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crystal Barricade (1)(W) Artifact Creature -- Wall Defender (This creature can't attack.) You have hexproof. (You can't be the target of spells or abilities your opponents control.) Prevent all noncombat damage that would be dealt to other creatures you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Barricade (1)(W) Artifact Creature -- Wall Defender (This creature can't attack.) You have hexproof. (You can't be the target of spells or abilities your opponents control.) Prevent all noncombat damage that would be dealt to other creatures you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth (2)(G)(G) Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth (2)(G)(G) Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace (1)(W) Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Gathering (4)(G)(G) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tear Asunder (1)(G) Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder (1)(G) Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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