

Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> 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 PLAY botbox.dev <td> 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 PLAY botbox.dev </td></td></td>	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> 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 PLAY botbox.dev <td> 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 PLAY botbox.dev </td></td>	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 PLAY botbox.dev <td> 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 PLAY botbox.dev </td>	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 PLAY botbox.dev
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Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. 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

Ghalta, Primal Hunger (18)(G)(G) Legendary Creature -- Elder Dinosaur This spell costs {X} less to cast, where X is the total power of creatures you control. Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghalta, Primal Hunger (18)(G)(G) Legendary Creature -- Elder Dinosaur This spell costs {X} less to cast, where X is the total power of creatures you control. Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulking Raptor (2)(G)(G) 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 (2)(G)(G) 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
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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	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Marauding Raptor 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 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 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 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

Basic Land -- Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Shaman

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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1/2

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Creature -- Human Shaman

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

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 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	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	Reckless Rage (R) Instant Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Reckless Stormseeker 22R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 ----- BACK FACE ----- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Stormseeker 22R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 ----- BACK FACE ----- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Stormseeker 22R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 ----- BACK FACE ----- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ripjaw Raptor 266 Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ripjaw Raptor 266 Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ripjaw Raptor 266 Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ripjaw Raptor 266 Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 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}. 4/5 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 PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

((T): Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere

②

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Klothys, God of Destiny (1)(R)(G)

①

®

G

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to red and green is less than seven, Klothys isn't a creature.
At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

[sideboard]

4/5

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 PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	