

Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra's Ignition Sorcery Target creature you control deals damage equal to its power to each other creature and each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinder Glade Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cultivate Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curious Altisaur Creature -- Dinosaur Reach, vigilance Whenever a Dinosaur you control deals combat damage to a player, draw a card. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathgorge Scavenger Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Descendants' Path Enchantment At the beginning of your upkeep, reveal the top card of your library. If it's a creature card that shares a creature type with a creature you control, you may cast it without paying its mana cost. If you don't cast it, put it on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dinosaur Egg 1 G Creature -- Dinosaur Egg Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) When this creature dies, you may discover X, where X is its toughness. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Earthshaker Dreadmaw 4 G G Creature -- Dinosaur Trample When this creature enters, draw a card for each other Dinosaur you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elemental Bond 2 G Enchantment Whenever a creature you control with power 3 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etali, Primal Storm 4 R R Legendary Creature -- Elder Dinosaur Whenever Etali attacks, exile the top card of each player's library, then you may cast any number of spells from among those cards without paying their mana costs. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek 1 G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Confluence 2 R R Sorcery Choose three. You may choose the same mode more than once. * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	From the Rubble Enchantment As this enchantment enters, choose a creature type. At the beginning of your end step, return target creature card of the chosen type from your graveyard to the battlefield with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Furycalm Snarl Land As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

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

Land

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Land

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Basic Land -- Mountain

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Nature's Lore 1G Sorcery Search your library for a Forest card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otepec Huntmaster 1R Creature -- Human Shaman Dinosaur spells you cast cost {1} less to cast. {T}: Target Dinosaur gains haste until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pantlaza, Sun-Favored 2RGW Legendary Creature -- Dinosaur Whenever Pantlaza or another Dinosaur you control enters, you may discover X, where X is that creature's toughness. Do this only once each turn. (Exile cards from the top of your library until you exile a nonland card with that mana value or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Ancestry Land This land enters tapped. {T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Progenitor's Icon 3 Artifact As this artifact enters, choose a creature type. {T}: Add one mana of any color. {T}: The next spell of the chosen type you cast this turn can be cast as though it had flash. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quartzwood Crasher 2RRG Creature -- Dinosaur Beast Trample Whenever one or more creatures you control with trample deal combat damage to a player, create an X/X green Dinosaur Beast creature token with trample, where X is the amount of damage those creatures dealt to that player. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raging Swordtooth 3RG Creature -- Dinosaur Trample When this creature enters, it deals 1 damage to each other creature. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rampaging Brontodon 5GG Creature -- Dinosaur Trample Whenever this creature attacks, it gets +1/+1 until end of turn for each land you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampant Growth 1G Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranging Raptors 2G Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Regal Behemoth 4GG Creature -- Dinosaur Trample When this creature enters, you become the monarch. Whenever you tap a land for mana while you're the monarch, add an additional one mana of any color. 5/5 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	Return of the Wildspeaker (4)(G) Instant Choose one -- * Draw cards equal to the greatest power among non-Human creatures you control. * Non-Human creatures you control get +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Return to Nature (1)(G) Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rhythm of the Wild (1)(R)(G) Enchantment Creature spells you control can't be countered. Nontoken creatures you control have riot. (They enter with your choice of a +1/+1 counter or haste.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ripjaw Raptor (2)(G)(G) Creature -- Dinosaur Enrage -- Whenever this creature is dealt damage, draw a card. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishkar's Expertise (4)(G)(G) Sorcery Draw cards equal to the greatest power among creatures you control. You may cast a spell with mana value 5 or less from your hand without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runic Armasaur (1)(G)(G) Creature -- Dinosaur Whenever an opponent activates an ability of a creature or land that isn't a mana ability, you may draw a card. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savage Stomp (2)(G) Sorcery This spell costs {2} less to cast if it targets a Dinosaur you control. Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scion of Calamity (3)(G)(G) Creature -- Dinosaur Myriad (Whenever this creature attacks, for each opponent other than defending player, you may create a token copy that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.) Whenever this creature deals combat damage to a player, destroy target artifact or enchantment that player controls. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shamanic Revelation (3)(G)(G) Sorcery Draw a card for each creature you control. Ferocious -- You gain 4 life for each creature you control with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunfrill Imitator (2)(G) Creature -- Dinosaur Whenever this creature attacks, you may have it become a copy of another target Dinosaur you control, except its name is Sunfrill Imitator and it has this ability. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots (2) Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Impulse (2) Artifact {T}: Add {C}. {T}: Add {R} or {G}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Altisaur (4)(W) Creature -- Dinosaur If a source would deal damage to another Dinosaur you control, prevent all but 1 of that damage. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rinzler - Duel Commander (Duel Commander)

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 10/13 - 8 cards - 2.5 x 3.5 in each

Temple of Plenty

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the False God

Land

{T}: Add **{C}{C}**. Activate only if you control five or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrashing Brontodon ①GG

Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.

{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Spineback 5GG

Creature -- Dinosaur

Other Dinosaurs you control get +1/+1.

{5}{G}: Create a 3/3 green Dinosaur creature token with trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topiary Stomper

Creature -- Plant Dinosaur

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
This creature can't attack or block unless you control seven or more lands.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unclaimed Territory

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Sun's Avatar Creature -- Dinosaur Avatar Whenever this creature or another creature you control enters, you gain life equal to that creature's toughness. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Champion of the Wilds Legendary Planeswalker -- Vivien You may cast creature spells as though they had flash. [+1]: Until your next turn, up to one target creature gains reach and vigilance. [-2]: Look at the top three cards of your library. Exile one face down and put the rest on the bottom of your library in any order. For as long as it remains exiled, you may cast it if it's a creature spell. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wakening Sun's Avatar Creature -- Dinosaur Avatar When this creature enters, if you cast it from your hand, destroy all non-Dinosaur creatures. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wayta, Trainer Prodigy Legendary Creature -- Human Warrior Haste {2}{G}, {T}: Target creature you control fights another target creature. This ability costs {2} less to activate if it targets two creatures you control. If a creature you control being dealt damage causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wayward Swordtooth Creature -- Dinosaur Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) You may play an additional land on each of your turns. This creature can't attack or block unless you have the city's blessing. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whisperer of the Wilds Creature -- Human Shaman {T}: Add {G}. Ferocious -- {T}: Add {G}{G}. Activate only if you control a creature with power 4 or greater. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilderness Reclamation Enchantment At the beginning of your end step, untap all lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrathful Raptors Creature -- Dinosaur Trample Whenever a Dinosaur you control is dealt damage, it deals that much damage to any target that isn't a Dinosaur. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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