Bounty of the Hunt {3}{G}{G}

Instant

You may exile a green card from your hand rather than pay this spell's mana cost.
Distribute three +1/+1 counters among one, two, or three target creatures. For each +1/+1 counter you put on a creature this way, remove a +1/+1 counter from that creature at the beginning of the next cleanup step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Briar Shield {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1.
Sacrifice this Aura: Enchanted creature gets +3/+3 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Lyrist {G}

Creature -- Elf

{G}, {T}, Sacrifice this creature: Destroy target enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land Grant 1G

Sorcery

If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.
Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger G

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample.
When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River Boa {1}{G}

Creature -- Snake

Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
{G}: Regenerate this creature.

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FIGARO - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (ELS - sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rogue Elephant {G}

Creature -- Elephant

When this creature enters, sacrifice it unless you sacrifice a Forest.

3/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rushwood Legate {2}{G}

Creature -- Dryad

If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyshroud Elite {G}

Creature -- Elf

This creature gets +1/+2 as long as an opponent controls a nonbasic land.

1/1

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Skyshroud Elite (G)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vine Dryad (3)(G)

Creature -- Dryad

You may exile a green card from your hand rather than pay this spell's mana cost.
Flash
Forestwalk (This creature can't be blocked as long as defending player controls a Forest.)

1/3

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Forestwalk (This creature can't be blocked as long as defending player controls a Forest.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Dogs (G)

Creature -- Dog

At the beginning of your upkeep, if a player has more life than each other player, the player with the most life gains control of this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FIGARO - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (ELS - sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter Orb (2)

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

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As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble (G)

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

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Playtest cards - FIGARO - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (ELS - sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Cursed Totem (2)

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emerald Charm (G)

Instant

Choose one --
* Untap target permanent.
* Destroy target non-Aura enchantment.
* Target creature loses flying until end of turn.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Gibbons (G)

Enchantment

When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.

[sideboard]

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Rushwood Legate 2G

Creature -- Dryad

If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost.

[sideboard]

2/1

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