

Bounty of the Hunt ③⑥⑥ 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 PLAYbotbox.dev	Bounty of the Hunt ③⑥⑥ 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 PLAYbotbox.dev	Bounty of the Hunt ③⑥⑥ 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 PLAYbotbox.dev	Briar Shield ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1. Sacrifice this Aura: Enchanted creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Briar Shield ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1. Sacrifice this Aura: Enchanted creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Briar Shield ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1. Sacrifice this Aura: Enchanted creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide ②⑥ Creature -- Elf Spirit Exile this card from your hand: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 2/2	Elvish Spirit Guide ②⑥ Creature -- Elf Spirit Exile this card from your hand: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 2/2

Elvish Spirit Guide 26 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Spirit Guide 26 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fyndhorn Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth 6 Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land Grant 1 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Land Grant 1 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Land Grant 1 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Land Grant 1 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mtenda Lion 6 Creature -- Cat Whenever this creature attacks, defending player may pay {U}. If that player does, prevent all combat damage that would be dealt by this creature this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pouncing Jaguar 6 Creature -- Cat Echo {G} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pouncing Jaguar 6 Creature -- Cat Echo {G} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pouncing Jaguar Ⓞ Creature -- Cat Echo {G} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger Ⓞ 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	Quirion Ranger Ⓞ 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	Quirion Ranger Ⓞ 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
Quirion Ranger Ⓞ 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 Ⓞ 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor Ⓞ 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor Ⓞ 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor 6 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	River Boa 1 6 Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	River Boa 1 6 Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	River Boa 1 6 Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
River Boa 1 6 Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue Elephant 6 Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue Elephant 6 Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rogue Elephant 6 Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Fading 2 (This creature enters with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vine Dryad 3 6 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 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Compost 1 6 Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Compost 1 6 Enchantment Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concordant Crossroads 6 World Enchantment All creatures have haste. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumble 6 Instant Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Druid Lyrist 6 Creature -- Human Druid {G}, {T}, Sacrifice this creature: Destroy target enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Scrapper 6 Creature -- Elf {G}, {T}, Sacrifice this creature: Destroy target artifact. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Gibbons 6 Enchantment When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Gibbons 6 Enchantment When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hidden Gibbons 6 Enchantment When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Folk 6 Creature -- Human {G}, {T}, Sacrifice this creature: Destroy target artifact. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Niemi, Blake - Premodern (MMG Premodern Tusker League)

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 9/10 - 8 cards - 2.5 x 3.5 in each

Tormod's Crypt0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain16 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain16 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	