

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	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	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	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
Caller of the Claw (2)(G) Creature -- Elf Flash When this creature enters, create a 2/2 green Bear creature token for each nontoken creature put into your graveyard from the battlefield this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elephant Guide (2)(G) Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3. When enchanted creature dies, create a 3/3 green Elephant creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elephant Guide (2)(G) Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3. When enchanted creature dies, create a 3/3 green Elephant creature token. 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

Elvish Lyrist 6 Creature -- Elf {G}, {T}, Sacrifice this creature: Destroy target enchantment. 1/1 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	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	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	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 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	Giant Growth6 Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Giant Growth6 Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth6 Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth6 Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Land Grant16 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 PLAYbotbox.dev

Land Grant ①⑥ 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 ①⑥ 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 ①⑥ 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
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 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	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize ①⑥ Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

Ⓒ

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

Ⓒ

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

G

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

G

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

Ⓒ

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

G

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

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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	River Boa 16 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 16 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 16 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 16 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

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	Seal of Strength ⑥ Enchantment Sacrifice this enchantment: Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seal of Strength ⑥ Enchantment Sacrifice this enchantment: Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyshroud Elite ⑥ Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyshroud Elite ⑥ Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyshroud Elite ⑥ Creature -- Elf This creature gets +1/+2 as long as an opponent controls a nonbasic land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vine Dryad ③⑥ 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	Vine Dryad ③⑥ 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

Vine Dryad ③⑥ 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Choke ②⑥ Enchantment Islands don't untap during their controllers' untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Choke ②⑥ Enchantment Islands don't untap during their controllers' untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog ⑥ Instant Prevent all combat damage that would be dealt this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog ⑥ Instant Prevent all combat damage that would be dealt this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Naturalize 16 Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 16 Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rushwood Legate 26 Creature -- Dryad If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost. [sideboard] 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rushwood Legate 26 Creature -- Dryad If an opponent controls an Island and you control a Forest, you may cast this spell without paying its mana cost. [sideboard] 2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rushwood Legate 2 6 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 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	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 - josecarmo - Premodern (Boxing Day - Litoral Alentejano)

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