

Bounty of the Hunt 3GG 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 3GG 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 3GG 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	Call of the Herd 2G Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves Creature -- Elf Druid {T}: Add {G}. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves Creature -- Elf Druid {T}: Add {G}. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves Creature -- Elf Druid {T}: Add {G}. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Giant Growth Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Growth Instant Target creature gets +3/+3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G

If you control a Forest, rather than pay this spell's mana cost, you may have an opponent gain 3 life. Target creature gets +4/+4 until end of turn.

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① ⑥

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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① ② G

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G

$$\{T\}: \text{Add } \{G\}.$$

1/1

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Playtest cards - capnredbeard - Premodern (Premodern Tusker Cycle: Fall 2025 at Misty Moun 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.

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.

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① ② G

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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① ⑥

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{G}: Regenerate this creature.

2/1

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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
Tangle Wire ③ Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangle Wire ③ Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangle Wire ③ Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangle Wire ③ Artifact Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crumble6 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 PLAYbotbox.dev	Cursed Scroll1 Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Scroll1 Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Scroll1 Artifact {3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target. [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] 2/1 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain ①⑥ Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain ①⑥ Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	