

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	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
Briar Shield G 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 G 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 G 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 2G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Spirit Guide 26 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 26 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 26 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. 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

Harvest Wurm 1 6 Creature -- Wurm When this creature enters, sacrifice it unless you return a basic land card from your graveyard to your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvest Wurm 1 6 Creature -- Wurm When this creature enters, sacrifice it unless you return a basic land card from your graveyard to your hand. 3/2 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. 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. 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	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

Playtest cards - Adthey - Premodern v3 Group 5A8EBB (Llanowar Elves, Deep Reconnaissance) 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.

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Rogue Elephant 6 Creature -- Elephant When this creature enters, sacrifice it unless you sacrifice a Forest. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sylvan Library 1 6 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Safekeeper 6 Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Safekeeper 6 Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 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
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	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	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	Wild Might 1 6 Instant Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays {2}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Might 16 Instant Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays {2}. 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
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	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	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	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

Hidden Gibbons 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 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	Phyrexian Furnace Artifact {T}: Exile the bottom card of target player's graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger Folk Creature -- Human {G}, {T}, Sacrifice this creature: Destroy target artifact. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Domain 1 6 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain 1 6 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain 1 6 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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