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

Call of the Herd {2}{G}

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 PLAY botbox.dev

Call of the Herd {2}{G}

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 PLAY botbox.dev

Druid Lyrist {G}

Creature -- Human Druid

{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

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (sheet 1/10 - 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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Giant Growth (G)

Instant

Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gets +3/+3 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hurricane (X)(G)

Sorcery

Hurricane deals X damage to each creature with flying and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land Grant (1)(G)

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

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Sorcery

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Land Grant 1G

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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 G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pouncing Jaguar G

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 G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (sheet 4/10 - 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.

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

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Creature -- Elf Ranger

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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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Enchant creature
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (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.

River Boa 1G

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 1G

Creature -- Snake

Islandwalk (This creature can't be blocked as long as defending player controls an Island.)
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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 G

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 G

Creature -- Elephant

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (sheet 6/10 - 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.

Scavenger Folk {G}

Creature -- Human

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

1/1

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}

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

Spectral Bears {1}{G}

Creature -- Bear Spirit

Whenever this creature attacks, if defending player controls no black nontoken permanents, it doesn't untap during your next untap step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Bears {1}{G}

Creature -- Bear Spirit

Whenever this creature attacks, if defending player controls no black nontoken permanents, it doesn't untap during your next untap step.

3/3

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Spectral Bears {1}{G}

Creature -- Bear Spirit

Whenever this creature attacks, if defending player controls no black nontoken permanents, it doesn't untap during your next untap step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (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.

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

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

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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

Cursed Totem (2)

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem (2)

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elephant Grass (G)

Enchantment

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
Black creatures can't attack you.
Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elephant Grass (G)

Enchantment

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
Black creatures can't attack you.
Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (sheet 8/10 - 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.

Gaea's Blessing (1)(G)

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing (1)(G)

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multani's Presence (G)

Enchantment

Whenever a spell you've cast is countered, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multani's Presence (G)

Enchantment

Whenever a spell you've cast is countered, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize (1)(G)

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstorm (G)

Instant

Sandstorm deals 1 damage to each attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstorm (G)

Instant

Sandstorm deals 1 damage to each attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Tranquil Domain (1)(G)

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Pogopueschel - Premodern v3 Group E0272B (Briar Shield, Rogue Elephant) (sheet 10/10 - 3 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.