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

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elvish Spirit Guide (2)(G)

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide (2)(G)

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emerald Charm (G)

Instant

Choose one --
* Untap target permanent.
* Destroy target non-Aura enchantment.
* Target creature loses flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FIGARO - Premodern v3 Group EF2C14 (Briar Shield, Rogue Elephant) (ELS - sheet 2/10 - 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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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FIGARO - Premodern v3 Group EF2C14 (Briar Shield, Rogue Elephant) (ELS - 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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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

River Boa {1}{G}

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

Playtest cards - FIGARO - Premodern v3 Group EF2C14 (Briar Shield, Rogue Elephant) (ELS - 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.

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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

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

3/3

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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Playtest cards - FIGARO - Premodern v3 Group EF2C14 (Briar Shield, Rogue Elephant) (ELS - sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vine Dryad {3}{G}

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

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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 Dogs {G}

Creature -- Dog

At the beginning of your upkeep, if a player has more life than each other player, the player with the most life gains control of this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

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Cycling {2} ({2}, Discard this card: Draw a card.)

2/1

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble (G)

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

[sideboard]

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Cursed Totem (2)

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

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Artifact

Activated abilities of creatures can't be activated.

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Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Gibbons (G)

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 (G)

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

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]

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Tranquil Domain 1G

Instant

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[sideboard]

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[sideboard]

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