

Anger 3R Creature -- Incarnation Haste As long as this card is in your graveyard and you control a Mountain, creatures you control have haste. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caller of the Claw 2G 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 PLAYbotbox.dev	Deranged Hermit 3GG Creature -- Elf Echo {3}{G}{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.) When this creature enters, create four 1/1 green Squirrel creature tokens. Squirrel creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deranged Hermit 3GG Creature -- Elf Echo {3}{G}{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.) When this creature enters, create four 1/1 green Squirrel creature tokens. Squirrel creatures get +1/+1. 1/1 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	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

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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {G} for each creature you control.

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4 G G

Legendary Creature -- Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

4/3

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G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

At the beginning of your upkeep,
sacrifice this creature unless you
discard a card.
{2}: This creature deals 1 damage to
target creature.
{2}: Regenerate this creature.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Echo {G}{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.)
When this creature enters, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Echo {G}{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.)
When this creature enters, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multani's Acolyte (G)(G) Creature -- Elf Echo {G}{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.) When this creature enters, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multani's Acolyte (G)(G) Creature -- Elf Echo {G}{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.) When this creature enters, draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Vigilante (3)(G) Creature -- Insect Druid Mutant Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, destroy target artifact or enchantment. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Vigilante (3)(G) Creature -- Insect Druid Mutant Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, destroy target artifact or enchantment. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger ⑥ 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	Quirion Ranger ⑥ 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	Quirion Ranger ⑥ 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	Squee, Goblin Nabob ②③④⑤⑥⑦⑧⑨⑩⑪⑫⑬⑭⑮⑯⑰⑱⑲⑳㉑㉒㉓㉔㉕㉖㉗㉘㉙㉚㉛㉜㉝㉞㉟㊱㊲㊳㊴㊵㊶㊷㊸㊹㊺㊻㊼㊽㊾㊿ Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest ①⑥ Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library ①⑥ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library ①⑥ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher ①⑥ Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Symbiote ⑥ Creature -- Insect Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Defender
When this creature enters, draw a card.

[sidebar]

0/4

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Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	