

③ ④

Haste  
As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.

**2/2**

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2 G

**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

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3 G G

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

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3 G G

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.)  
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1/1

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3 G G

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

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①GG

Other Elf creatures get +1/+1 and have forestwalk. (They can't be blocked as long as defending player controls a Forest.)

2/2

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

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

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fyndhorn Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fyndhorn Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Fyndhorn Elves</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>           | <div><div><div>Fyndhorn Elves</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>           | <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                          | <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Genesis</div><div>46</div></div><div><div>Creature -- Incarnation</div><div>At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Llanowar Elves</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>           |

**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

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Basic Land -- Mountain

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

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## 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

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When this creature enters, draw a card.

2/1

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| <p><b>Multani's Acolyte</b> (1)(6)</p> <p>Creature -- Elf</p> <p>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.)<br/>When this creature enters, draw a card.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nantuko Vigilante</b> (3)(6)</p> <p>Creature -- Insect Druid Mutant</p> <p>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.)<br/>When this creature is turned face up, destroy target artifact or enchantment.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Priest of Titania</b> (1)(6)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                    | <p><b>Priest of Titania</b> (1)(6)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                    |
| <p><b>Priest of Titania</b> (1)(6)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                            | <p><b>Quirion Ranger</b> (6)</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                    | <p><b>Quirion Ranger</b> (6)</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Quirion Ranger</b> (6)</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Squee, Goblin Nabob</b> ②⑧<br>Legendary Creature -- Goblin<br>At the beginning of your upkeep, you may return this card from your graveyard to your hand.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         |
| <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tangle Wire</b> ③<br>Artifact<br>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.)<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tangle Wire</b> ③<br>Artifact<br>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.)<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

③

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.

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③

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.

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① ⑥

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{T}: You gain 1 life for each Elf on  
the battlefield.
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1/1

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**G**

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 PLAY botbox.dev

**G**

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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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 PLAY botbox.dev

**G**

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Yavimaya Granger26</div> <div>Creature -- Elf</div> <div>Echo {2}{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.)<br/>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          |

Playtest cards - SethWilson - Premodern v3 Group 3DD4CE (Tangle Wire, Priest of Titania) (sheet 9/10 - 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.

## ①

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

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②

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

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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