

③ R

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 PLAY botbox.dev

G

Flying
{T}: Add one mana of any color.

0/1

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Ⓒ

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Flying
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0/1

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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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3GG

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1/1

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

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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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Legendary Land

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Legendary Land

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4 G

4/4

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®

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G G

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Morph {1}{6} (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

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3 G

Morph {1}{6} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
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3/2

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① R

{X}{X}{R}, {T}, Sacrifice this creature: Destroy X target lands.

1/1

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Plains

Basic Land -- Plains

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

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Ravenous Baloth

2GG

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

4/4

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Rofellos, Llanowar Emissary (G)(G)

GG

Legendary Creature -- Elf Druid

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rofellos, Llanowar Emissary GG

GG

Legendary Creature -- Elf Druid

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rofellos, Llanowar Emissary (G)(G)

GG

Legendary Creature -- Elf Druid

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squee, Goblin Nabob (2) (R)

②R

Legendary Creature -- Goblin

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

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Survival of the Fittest (1)(G)

① ⑥

Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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Survival of the Fittest (1)(G)

① ②

Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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Survival of the Fittest 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 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 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 PLAY botbox.dev	Sylvan Library 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 PLAY botbox.dev
Sylvan Library 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 PLAY botbox.dev	Thornscape Battlemage Creature -- Elf Wizard Kicker {R} and/or {W} (You may pay an additional {R} and/or {W} as you cast this spell.) When this creature enters, if it was kicked with its {R} kicker, it deals 2 damage to any target. When this creature enters, if it was kicked with its {W} kicker, destroy target artifact. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 1 6 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Auramancer Creature -- Human Wizard When this creature enters, you may return target enchantment card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caller of the Claw 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Druid Lyrist Creature -- Human Druid {G}, {T}, Sacrifice this creature: Destroy target enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Pyromancer Creature -- Goblin Wizard When this creature enters, Goblin creatures get +3/+0 until end of turn. At the beginning of the end step, destroy all Goblins. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tsabo's Web 2 Artifact When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uktabi Orangutan 26 Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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