

③ ④

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

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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**Playtest cards - irelandking - Unknown format (Contraction League)** 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.

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| <b>Multani's Acolyte</b> ⑥⑥<br>Creature -- Elf<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            | <b>Multani's Acolyte</b> ⑥⑥<br>Creature -- Elf<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev            | <b>Multani's Acolyte</b> ⑥⑥<br>Creature -- Elf<br>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.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nantuko Vigilante</b> ③⑥<br>Creature -- Insect Druid Mutant<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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| <div><div>Survival of the Fittest ①⑥</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Survival of the Fittest ①⑥</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Survival of the Fittest ①⑥</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wirewood Symbiote ⑥</div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |
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2G

Creature -- Elf

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.)  
When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

2/2

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2 G

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.

[sidebar]

2/2

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[sidebar]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Destroy target artifact or enchantment.

[sideboard]

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| <div><div>Wall of Blossoms</div><div><div>1</div><div>6</div></div><div>Creature -- Plant Wall</div><div>Defender<br/>When this creature enters, draw a card.</div><div>[sideboard]</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Blossoms</div><div><div>1</div><div>6</div></div><div>Creature -- Plant Wall</div><div>Defender<br/>When this creature enters, draw a card.</div><div>[sideboard]</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Blossoms</div><div><div>1</div><div>6</div></div><div>Creature -- Plant Wall</div><div>Defender<br/>When this creature enters, draw a card.</div><div>[sideboard]</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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