

3 R

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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G

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

0/1

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G

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

0/1

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Ⓒ

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

0/1

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G

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

0/1

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Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

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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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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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Forest

Basic Land -- Forest

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

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Gaea's Cradle

Legendary Land

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

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④ ⑤

Creature -- Incarnation

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.

4/4

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①②

Creature -- Drake

Flying
When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.

3/3

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② R

Creature -- Goblin

This creature doesn't untap during your untap step.

Whenever a creature dies, untap this creature.

{T}: This creature deals 1 damage to any target.

1/1

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Island

Basic Land -- Island

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

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G

Creature -- Elf Druid

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

1/1

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Ⓒ

Creature -- Elf Druid

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

1/1

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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

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① ②

```
{T}: Draw a card, then discard a card.
```

1/1

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

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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

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1 G U U

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Flash
When this creature enters, counter
target spell.
```

2/2

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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.)
When this creature is turned face up, destroy target artifact or enchantment.

3/2

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① ⑥

```
{T}: Add {G} for each Elf on the
battlefield.
```

1/1

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G

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

1/1

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G

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

1/1

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Ⓒ

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

1/1

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3 G G

Untap all permanents you control during each other player's untap step.

2/4

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

1/1

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① ⑥

{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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① ⑥

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① ②

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① ②

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① ②

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.

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① ⑥

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.

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2 G

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

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③ ④

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

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③ ④

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

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③ ④

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

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Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wellwisher 16 Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
```

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Yavimaya Granger

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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Caller of the Claw (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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Mana Leak (1)(U)

Instant

Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Leak (1)(U)

Instant

Counter target spell unless its controller pays {3}.

[sideboard]

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Mana Leak	(1)(U)
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Instant

Counter target spell unless its controller pays {3}.

[sideboard]

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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.

[sidebar]

4/4

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① ②

Destroy target artifact or enchantment.

[sidebar]

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① ⑥

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy target artifact or enchantment.

[sideboard]

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①GG

This creature enters with two +1/+1 counters on it.

{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from this creature: You gain 2 life.

[sideboard]

0/0

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⑥

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

[sidebar]

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

[sidebar]

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②⑥

When this creature enters, destroy target artifact.

[sideboard]

2/2

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Winter Orb Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter Orb Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winter Orb Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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