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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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| <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>                                      |
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1/1

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1/1

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## Legendary Land

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

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Creature -- Elf Druid

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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

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

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| <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.)</p> <p>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>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>Skyshroud Poacher</b> (2)(6)(6)</p> <p>Creature -- Human Rebel</p> <p>{3}, {T}: Search your library for an Elf permanent card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Skyshroud Poacher</div><div>2GG</div></div><div><div>Creature -- Human Rebel</div><div></div></div><div><div>{3}, {T}: Search your library for an Elf permanent card, put it onto the battlefield, then shuffle.</div><div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                 | <div><div><div>Skyshroud Poacher</div><div>2GG</div></div><div><div>Creature -- Human Rebel</div><div></div></div><div><div>{3}, {T}: Search your library for an Elf permanent card, put it onto the battlefield, then shuffle.</div><div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                 | <div><div><div>Skyshroud Poacher</div><div>2GG</div></div><div><div>Creature -- Human Rebel</div><div></div></div><div><div>{3}, {T}: Search your library for an Elf permanent card, put it onto the battlefield, then shuffle.</div><div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                 | <div><div><div>Squee, Goblin Nabob</div><div>2R</div></div><div><div>Legendary Creature -- Goblin</div><div></div></div><div><div>At the beginning of your upkeep, you may return this card from your graveyard to your hand.</div><div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                   |
| <div><div><div>Survival of the Fittest</div><div>1G</div></div><div><div>Enchantment</div><div></div></div><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></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Survival of the Fittest</div><div>1G</div></div><div><div>Enchantment</div><div></div></div><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></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Survival of the Fittest</div><div>1G</div></div><div><div>Enchantment</div><div></div></div><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></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Survival of the Fittest</div><div>1G</div></div><div><div>Enchantment</div><div></div></div><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></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Wall of Roots</b> ①⑥<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Wall of Roots</b> ①⑥<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Wall of Roots</b> ①⑥<br>Creature -- Plant Wall<br>Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.<br><div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev           | <b>Wirewood Symbiote</b> ⑥<br>Creature -- Insect<br>Return an Elf 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>Wirewood Symbiote</b> ⑥<br>Creature -- Insect<br>Return an Elf 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>Wirewood Symbiote</b> ⑥<br>Creature -- Insect<br>Return an Elf 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>Wirewood Symbiote</b> ⑥<br>Creature -- Insect<br>Return an Elf 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>Wooded Foothills</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Call of the Herd</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 Herd</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 Herd</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 Herd</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>                                                                                                                                                          |



## ①

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

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