

Basking Rootwalla Ⓞ Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Rootwalla Ⓞ Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Rootwalla Ⓞ Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise Ⓞ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deranged Hermit3GG Creature -- Elf 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 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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$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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

1/1
botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 1/1 botbox.dev

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.

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Flash
When this creature enters, counter
target spell.
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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.)
When this creature is turned face up, destroy target artifact or enchantment.

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3/2

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2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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②③③

Tap an untapped creature you control: Tap target artifact, creature, or land.

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2 U U

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Tap an untapped creature you control: Tap target artifact, creature, or land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G W

Trample
This creature enters with seven
+1/+1 counters on it.
Whenever this creature deals damage,
you gain that much life.
If damage would be dealt to this
creature, prevent that damage.
Remove a +1/+1 counter from this
creature.

0/0

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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②③

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 ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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

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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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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Tangle Wire (3) Artifact 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. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tradewind Rider (3)(U) Creature -- Spirit 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	Tradewind Rider (3)(U) Creature -- Spirit 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	Verdant Force (5)(G)(G)(G) Creature -- Elemental At the beginning of each upkeep, create a 1/1 green Saproling creature token. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wall of Blossoms (1)(G) 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)(G) Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots (1)(G) 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 (1)(G) 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

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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U

Instant

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

[sidebar]

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W U

Creature -- Human Wizard

As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.

[sidebar]

2/2

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Naturalize ① ⑥ Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize ① ⑥ Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize ① ⑥ Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt ⑥ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tormod's Crypt ⑥ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt ⑥ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uktabi Orangutan ② ⑥ Creature -- Ape When this creature enters, destroy target artifact. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xantid Swarm ⑥ Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

Ⓒ

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

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