

③ ④

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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0/1

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Ⓒ

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**G**

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

0/1

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3GG

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

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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>                                |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fyndhorn Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fyndhorn Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Legendary Land

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## Legendary Land

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4 G

Creature -- Incarnation

4/4

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②R

Creature -- Goblin

1/1

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®

Creature -- Goblin Artificer

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Goblin Artificer

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Goblin Artificer

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Goblin Artificer

1/1

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## Karplusan Forest

Land

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

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## Karplusan Forest

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. This land deals  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karplusan Forest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karpłusan Forest

Land

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

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**G**

Creature -- Elf Druid

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

1/1

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④

Artifact Creature -- Masticore

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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## Mountain

Basic Land -- Mountain

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

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## Mountain

Basic Land -- Mountain

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

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| <p><b>Nantuko Vigilante</b> (3)(G)</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>Orcish Settlers</b> (1)(R)</p> <p>Creature -- Orc</p> <p>{X}{X}{R}, {T}, Sacrifice this creature: Destroy X target lands.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>               | <p><b>Priest of Titania</b> (1)(G)</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> (G)</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>Shield Sphere</b> (0)</p> <p>Artifact Creature -- Wall</p> <p>Defender</p> <p>Whenever this creature blocks, put a -0/-1 counter on it.</p> <p>0/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                 | <p><b>Shield Sphere</b> (0)</p> <p>Artifact Creature -- Wall</p> <p>Defender</p> <p>Whenever this creature blocks, put a -0/-1 counter on it.</p> <p>0/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Squee, Goblin Nabob</b> (2)(R)</p> <p>Legendary Creature -- Goblin</p> <p>At the beginning of your upkeep, you may return this card from your graveyard to your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Survival of the Fittest</b> (1)(G)</p> <p>Enchantment</p> <p>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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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>Sylvan Library ①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    |
| <div><div>Sylvan Library ①⑥</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tangle Wire ③</div><div>Artifact</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tangle Wire ③</div><div>Artifact</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tangle Wire ③</div><div>Artifact</div><div>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.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Tangle Wire</b> ③</p> <p>Artifact</p> <p>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.)</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thopter Squadron</b> ⑤</p> <p>Artifact Creature -- Thopter</p> <p>Flying</p> <p>This creature enters with three +1/+1 counters on it.</p> <p>{1}, Remove a +1/+1 counter from this creature: Create a 1/1 colorless Thopter artifact creature token with flying. Activate only as a sorcery.</p> <p>{1}, Sacrifice another Thopter: Put a +1/+1 counter on this creature. Activate only as a sorcery.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Triskelion</b> ⑥</p> <p>Artifact Creature -- Construct</p> <p>This creature enters with three +1/+1 counters on it.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tsabo's Web</b> ②</p> <p>Artifact</p> <p>When this artifact enters, draw a card.</p> <p>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Tsabo's Web</b> ②</p> <p>Artifact</p> <p>When this artifact enters, draw a card.</p> <p>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                            | <p><b>Wall of Roots</b> ①⑥</p> <p>Creature -- Plant Wall</p> <p>Defender</p> <p>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</p> <p>0/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                | <p><b>Winter Orb</b> ②</p> <p>Artifact</p> <p>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                    | <p><b>Wooded Foothills</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             |

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

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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Artifact Creature -- Gnome

Sacrifice this creature: You gain 3 life.

[sideboard]

1/3

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② ⑥

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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① ②

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①Ⓡ

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

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

[sideboard]

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| <div> <div>Uktabi Orangutan</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Ape</div> <div> <div>When this creature enters, destroy target artifact.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Winter Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Winter Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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