

Anger (3)(R) Creature -- Incarnation 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	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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deranged Hermit (3)(G)(G) 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 PLAY botbox.dev	Deranged Hermit (3)(G)(G) 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 PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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G

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

1/1

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G

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1/1

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Legendary Land

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

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4 G G

Legendary Creature -- Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

4/3

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G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

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

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④

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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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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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Multani's Acolyte (G)(G) Creature -- Elf 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Multani's Acolyte (G)(G) Creature -- Elf 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Vigilante (3)(G) Creature -- Insect Druid Mutant 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Vigilante (3)(G) Creature -- Insect Druid Mutant 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 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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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

Ⓒ

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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Thornscape Battlemage ②⑥ Creature -- Elf Wizard 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timberwatch Elf ②⑥ Creature -- Elf {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. 1/2 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
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Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Granger

② ⑥

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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Call of the Herd

2 G

Sorcery

Create a 3/3 green Elephant creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call of the Herd

2 G

Sorcery

Create a 3/3 green Elephant creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Call of the Herd

②⑥

Sorcery

Create a 3/3 green Elephant creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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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 ②

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sideboard]

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy all non-Aura enchantments.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy all non-Aura enchantments.

[sidebar]

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①⑥

Defender
When this creature enters, draw a card.

[sidebar]

0/4

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Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	