

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

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

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

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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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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

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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Multani's Acolyte 66 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 PLAYbotbox.dev	Nantuko Vigilante 36 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 PLAYbotbox.dev	Nantuko Vigilante 36 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 PLAYbotbox.dev	Naturalize 16 Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Priest of Titania 16 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Titania 16 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Titania 16 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Titania 16 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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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2GG

Sacrifice a Beast: You gain 4 life.

4/4

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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 G

{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

{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

{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

Defender
When this creature enters, draw a card.

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① ⑥

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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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Masticore 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nantuko Vigilante 36 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 16 Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 16 Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Naturalize 16 Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravenous Baloth 266 Creature -- Beast Sacrifice a Beast: You gain 4 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain 16 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Domain ①⑥ Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms ①⑥ Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Blossoms ①⑥ Creature -- Plant Wall Defender When this creature enters, draw a card. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	