Birchlore Rangers {G}

Creature -- Elf Druid Ranger

Tap two untapped Elves you control: Add one mana of any color.
Morph {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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champions of the Perfect {3}{G}

Creature -- Elf Warrior

As an additional cost to cast this spell, behold an Elf and exile it. (Exile an Elf you control or an Elf card from your hand.)
Whenever you cast a creature spell, draw a card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite {1}{G}

Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

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Elvish Archdruid {1}{G}{G}

Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Visionary {1}{G}

Creature -- Elf Shaman

When this creature enters, draw a card.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Glacier Godmaw {5}{G}{G}

Creature -- Leviathan

Trample
When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")
Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn.

6/6

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse of Nature {G}

Sorcery

Whenever you cast a creature spell this turn, draw a card.

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Heritage Druid (G)

Creature -- Elf Druid

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nettle Sentinel (G)

Creature -- Elf Warrior

This creature doesn't untap during your untap step.
Whenever you cast a green spell, you may untap this creature.

2/2

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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

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{T}: Add {G} for each Elf on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger {G}

Creature -- Elf Ranger

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

Secluded Courtyard

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shaman of the Pack {1}{B}{G}

Creature -- Elf Shaman

When this creature enters, target opponent loses life equal to the number of Elves you control.

3/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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Wirewood Symbiote (G)

Creature -- Insect

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

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Natural State (G)

Instant

Destroy target artifact or enchantment with mana value 3 or less.

[sideboard]

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Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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