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| <b>Avenging Hunter</b> ④⑥<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                             | <b>Avenging Hunter</b> ④⑥<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                             | <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Birchlore Rangers</b> ⑥<br>Creature -- Elf Druid Ranger<br>Tap two untapped Elves you control: Add one mana of any color.<br>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.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             |

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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>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> |

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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>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Generous Ent56</div> <div>Creature -- Treefolk</div> <div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Jaspera Sentinel6</div> <div>Creature -- Elf Rogue</div> <div>Reach<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                         | <div>Jaspera Sentinel6</div> <div>Creature -- Elf Rogue</div> <div>Reach<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                         |

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| <b>Jaspera Sentinel</b> ⑥<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Jaspera Sentinel</b> ⑥<br>Creature -- Elf Rogue<br>Reach<br>{T}, Tap an untapped creature you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Lead the Stampede</b> ②⑥<br>Sorcery<br>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lead the Stampede</b> ②⑥<br>Sorcery<br>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Lead the Stampede</b> ②⑥<br>Sorcery<br>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lead the Stampede</b> ②⑥<br>Sorcery<br>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                      |

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| <div> <div>Llanowar Elves</div> <div> <div> <div>6</div> </div> </div> </div> <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>                                                                                                                                                                                                                            | <div> <div>Llanowar Elves</div> <div> <div> <div>6</div> </div> </div> </div> <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>                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Masked Vandal</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div>           Changeling (This card is every creature type.)<br/>           When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                          | <div> <div>Masked Vandal</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div>           Changeling (This card is every creature type.)<br/>           When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                          |
| <div> <div>Masked Vandal</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div>           Changeling (This card is every creature type.)<br/>           When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.         </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Nyxborn Hydra</div> <div> <div> <div>X6</div> </div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div>           Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>           Reach, trample<br/>           This permanent enters with X +1/+1 counters on it.<br/>           Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.         </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Nyxborn Hydra</div> <div> <div> <div>X6</div> </div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div>           Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>           Reach, trample<br/>           This permanent enters with X +1/+1 counters on it.<br/>           Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.         </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Nyxborn Hydra</div> <div> <div> <div>X6</div> </div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div>           Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>           Reach, trample<br/>           This permanent enters with X +1/+1 counters on it.<br/>           Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.         </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <p><b>Nyxborn Hydra</b> (X)(G)</p> <p>Enchantment Creature -- Hydra</p> <p>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>0/1</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>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>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>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>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>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> |

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| <div> <div>Quirion Ranger</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sagu Wildling</div> <div> <div>46</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> When this creature enters, you gain 3 life. </div> <div> <div>3/3</div> </div> </div> <div> <div>Roost Seek</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery -- Omen</div> <div> Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tangled Islet</div> </div> <div> <div>Land -- Forest Island</div> <div> ({T}: Add {G} or {U}.) This land enters tapped. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                          | <div> <div>Timberwatch Elf</div> <div> <div>26</div> </div> </div> <div> <div>Creature -- Elf</div> <div> {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Timberwatch Elf</div> <div> <div>26</div> </div> </div> <div> <div>Creature -- Elf</div> <div> {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>      | <div> <div>Timberwatch Elf</div> <div> <div>26</div> </div> </div> <div> <div>Creature -- Elf</div> <div> {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 | <div> <div>Timberwatch Elf</div> <div> <div>26</div> </div> </div> <div> <div>Creature -- Elf</div> <div> {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wellwisher</div> <div> <div>16</div> </div> </div> <div> <div>Creature -- Elf</div> <div> {T}: You gain 1 life for each Elf on the battlefield. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                      |

① ②

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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① ②

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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① ⑥

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

Trample  
When this creature enters, you take the initiative.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- \* Counter target red spell.
- \* Destroy target red permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- \* Counter target red spell.
- \* Destroy target red permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## U

Choose one --

- \* Counter target red spell.
- \* Destroy target red permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Blue Elemental Blast</b> <span>U</span> </div> <div> Instant </div> <div> Choose one --<br/> * Counter target red spell.<br/> * Destroy target red permanent. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                 | <div> <b>Dispel</b> <span>U</span> </div> <div> Instant </div> <div> Counter target instant spell. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                        | <div> <b>Dispel</b> <span>U</span> </div> <div> Instant </div> <div> Counter target instant spell. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                        | <div> <b>Faerie Macabre</b> <span>1B</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flying<br/> Discard this card: Exile up to two target cards from graveyards. </div> <div> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                         |
| <div> <b>Masked Vandal</b> <span>1G</span> </div> <div> Creature -- Shapeshifter </div> <div> Changeling (This card is every creature type.)<br/> When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. </div> <div> [sideboard] </div> <div> 1/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Pulse of Murasa</b> <span>2G</span> </div> <div> Instant </div> <div> Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Pulse of Murasa</b> <span>2G</span> </div> <div> Instant </div> <div> Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Vitu-Ghazi Inspector</b> <span>1G</span> </div> <div> Creature -- Elf Detective </div> <div> As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)<br/> Reach<br/> When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life. </div> <div> [sideboard] </div> <div> 1/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <p><b>Vitu-Ghazi Inspector</b> ①⑥</p> <p>Creature -- Elf Detective</p> <p>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Reach</p> <p>When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Vitu-Ghazi Inspector</b> ①⑥</p> <p>Creature -- Elf Detective</p> <p>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Reach</p> <p>When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wellwisher</b> ①⑥</p> <p>Creature -- Elf</p> <p>{T}: You gain 1 life for each Elf on the battlefield.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |  |
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