

Coat of Arms 5 Artifact Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. (For example, if two Goblin Warriors and a Goblin Shaman are on the battlefield, each gets +2/+2.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coat of Arms 5 Artifact Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. (For example, if two Goblin Warriors and a Goblin Shaman are on the battlefield, each gets +2/+2.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coat of Arms 5 Artifact Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. (For example, if two Goblin Warriors and a Goblin Shaman are on the battlefield, each gets +2/+2.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deranged Hermit 366 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 PLAYbotbox.dev
Deranged Hermit 366 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 PLAYbotbox.dev	Elvish Champion 166 Creature -- Elf Other Elf creatures get +1/+1 and have forestwalk. (They can't be blocked as long as defending player controls a Forest.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Champion 166 Creature -- Elf Other Elf creatures get +1/+1 and have forestwalk. (They can't be blocked as long as defending player controls a Forest.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Champion 166 Creature -- Elf Other Elf creatures get +1/+1 and have forestwalk. (They can't be blocked as long as defending player controls a Forest.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Champion 1GG Creature -- Elf Other Elf creatures get +1/+1 and have forestwalk. (They can't be blocked as long as defending player controls a Forest.) 2/2 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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Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Multani's Acolyte GG 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 GG 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	Priest of Titania 1G 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 1G Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Quirion Ranger ⑥ 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 PLAYbotbox.dev	Quirion Ranger ⑥ 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 PLAYbotbox.dev	Sylvan Messenger ③⑥ Creature -- Elf Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Messenger ③⑥ Creature -- Elf Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sylvan Messenger ③⑥ Creature -- Elf Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library in any order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribal Forcemage ①⑥ Creature -- Elf Wizard 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, creatures of the creature type of your choice get +2/+2 and gain trample until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribal Forcemage ①⑥ Creature -- Elf Wizard 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, creatures of the creature type of your choice get +2/+2 and gain trample until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribal Forcemage ①⑥ Creature -- Elf Wizard 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, creatures of the creature type of your choice get +2/+2 and gain trample until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wirewood Hivemaster 16 Creature -- Elf Whenever another nontoken Elf enters, you may create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Hivemaster 16 Creature -- Elf Whenever another nontoken Elf enters, you may create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Hivemaster 16 Creature -- Elf Whenever another nontoken Elf enters, you may create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Hivemaster 16 Creature -- Elf Whenever another nontoken Elf enters, you may create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Caller of the Claw ②⑥ 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caller of the Claw ②⑥ 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. [sideboard] 2/2 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	Naturalize ①⑥ Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire ③ Artifact 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.) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Wire ③ Artifact 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.) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tranquil Grove ①⑥ Enchantment {1}{G}{G}: Destroy all other enchantments. [sideboard]	Winter Orb ② Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. [sideboard]	Winter Orb ② Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. [sideboard]	
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