

Adaptive Automaton Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adaptive Automaton Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adaptive Automaton Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adaptive Automaton Artifact Creature -- Construct As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Other creatures you control of the chosen type get +1/+1. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banner of Kinship Artifact As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type. Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banner of Kinship Artifact As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type. Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banner of Kinship Artifact As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type. Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banner of Kinship Artifact As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type. Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Druid of the Cowl 16 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Druid of the Cowl 16 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Druid of the Cowl 16 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Druid of the Cowl 16 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dwynen, Gilt-Leaf Daen 266 Legendary Creature -- Elf Warrior Reach (This creature can block creatures with flying.) Other Elf creatures you control get +1/+1. Whenever Dwynen attacks, you gain 1 life for each attacking Elf you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwynen, Gilt-Leaf Daen 266 Legendary Creature -- Elf Warrior Reach (This creature can block creatures with flying.) Other Elf creatures you control get +1/+1. Whenever Dwynen attacks, you gain 1 life for each attacking Elf you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwynen's Elite 16 Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwynen's Elite 16 Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dwynen's Elite 1 6 Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwynen's Elite 1 6 Creature -- Elf Warrior When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Archdruid 1 6 6 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 PLAYbotbox.dev	Elvish Archdruid 1 6 6 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 PLAYbotbox.dev
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Genesis Wave XGGG Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Genesis Wave XGGG Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Genesis Wave XGGG Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Genesis Wave XGGG Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wildborn Preserver ①⑥ Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildborn Preserver ①⑥ Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildborn Preserver ①⑥ Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildborn Preserver ①⑥ Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Basilisk Collar ① Artifact -- Equipment Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basilisk Collar ① Artifact -- Equipment Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crawling Barrens Land {T}: Add {C}. {4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crawling Barrens Land {T}: Add {C}. {4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Predator OozeGGG Creature -- Ooze Indestructible (Damage and effects that say "destroy" don't destroy this creature.) Whenever this creature attacks, put a +1/+1 counter on it. Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predator OozeGGG Creature -- Ooze Indestructible (Damage and effects that say "destroy" don't destroy this creature.) Whenever this creature attacks, put a +1/+1 counter on it. Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predator OozeGGG Creature -- Ooze Indestructible (Damage and effects that say "destroy" don't destroy this creature.) Whenever this creature attacks, put a +1/+1 counter on it. Whenever a creature dealt damage by this creature this turn dies, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primal MightXG Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Primal MightXG Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage2G Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage2G Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze1G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3 6 6 Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3 6 6 Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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