

<div> <div> Avenging Hunter <div> <div>4</div> <div>6</div> </div> </div> <div> Creature -- Dragon Ranger </div> <div> Trample When this creature enters, you take the initiative. </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Avenging Hunter <div> <div>4</div> <div>6</div> </div> </div> <div> Creature -- Dragon Ranger </div> <div> Trample When this creature enters, you take the initiative. </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Birchlore Rangers <div> <div>6</div> </div> </div> <div> Creature -- Elf Druid Ranger </div> <div> 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.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Birchlore Rangers <div> <div>6</div> </div> </div> <div> Creature -- Elf Druid Ranger </div> <div> 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.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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<div><div><div>Elvish Vanguard</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Elvish Vanguard</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Elvish Vanguard</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Elvish Vanguard</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

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Forest

Basic Land -- Forest

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

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Fyndhorn Elves

Creature -- Elf Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

Creature -- Elf Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel

Creature -- Elf Rogue

Reach
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jaspera Sentinel

Creature -- Elf Rogue

Reach
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

Creature -- Elf Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Llanowar Elves</div> <div> <div></div> <div>G</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>Nyxborn Hydra</div> <div> <div>X</div> <div>G</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.) Reach, trample This permanent enters with X +1/+1 counters on it. 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>Nyxborn Hydra</div> <div> <div>X</div> <div>G</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.) Reach, trample This permanent enters with X +1/+1 counters on it. 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>Nyxborn Hydra</div> <div> <div>X</div> <div>G</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.) Reach, trample This permanent enters with X +1/+1 counters on it. 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>
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{T}: Add {G} for each Elf on the
battlefield.
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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

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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

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

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

2 G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Timberwatch Elf (2)(G) Creature -- Elf {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vines of Vastwood (G) Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vines of Vastwood (G) Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vines of Vastwood (G) Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div>Wellwisher</div><div>①⑥</div></div> <div><div>Creature -- Elf</div><div>{T}: You gain 1 life for each Elf on the battlefield.</div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Winding Way</div><div>①⑥</div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Winding Way</div><div>①⑥</div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Winding Way</div><div>①⑥</div></div> <div><div>Sorcery</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

X R R

Rolling Thunder deals X damage divided as you choose among any number of targets.

[sideboard]

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(X)(R)(R)

Rolling Thunder deals X damage divided as you choose among any number of targets.

[sideboard]

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Regenerate each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Regenerate each creature you control.

[sideboard]

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