

Birchlore Rangers ⑥ 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	Birchlore Rangers ⑥ 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	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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Concordant Crossroads ⑥ World Enchantment All creatures have haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concordant Crossroads ⑥ World Enchantment All creatures have haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Elvish Vanguard 1 6 Creature -- Elf Warrior Whenever another Elf enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Vanguard 1 6 Creature -- Elf Warrior Whenever another Elf enters, put a +1/+1 counter on this creature. 1/1 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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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

Creature -- Elf Druid

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Cradle

Legendary Land

{T}: Add {G} for each creature you control.

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① ⑥

Creature -- Elf

Creature spells can't be countered.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elf

Creature spells can't be countered.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Legendary Creature -- Human Druid

{G}: Target land becomes a 1/1 creature until end of turn. It's still a land.

{2}{G}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

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

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When this creature enters, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

```
{T}: Add {G} for each Elf on the
battlefield.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ⑥

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

Ⓒ

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

1/1

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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

3 G

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 PLAY botbox.dev

3 G

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.

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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 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

① ⑥

{T}: You gain 1 life for each Elf on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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 PLAY botbox.dev

G

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 PLAY botbox.dev

Ⓒ

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 PLAY botbox.dev

Ⓒ

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 PLAY botbox.dev

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caller of the Claw

2 G

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.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble

Ⓒ

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumble

Ⓒ

Instant

```
Destroy target artifact. It can't be
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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing

① ⑥

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

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Gaea's Herald ①⑥ Creature -- Elf Creature spells can't be countered. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Herald ①⑥ Creature -- Elf Creature spells can't be countered. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize ①⑥ Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize ①⑥ Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spidersilk Armor ②⑥ Enchantment Creatures you control get +0/+1 and have reach. (They can block creatures with flying.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spidersilk Armor ②⑥ Enchantment Creatures you control get +0/+1 and have reach. (They can block creatures with flying.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt ⑨ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Domain Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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