

Assert Perfection 1 6 Sorcery Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assert Perfection 1 6 Sorcery Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assert Perfection 1 6 Sorcery Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Assert Perfection 1 6 Sorcery Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dawnhand Eulogist 3 B Creature -- Elf Warlock Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, mill three cards. Then if there is an Elf card in your graveyard, each opponent loses 2 life and you gain 2 life. (To mill three cards, put the top three cards of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnhand Eulogist 3 B Creature -- Elf Warlock Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, mill three cards. Then if there is an Elf card in your graveyard, each opponent loses 2 life and you gain 2 life. (To mill three cards, put the top three cards of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnhand Eulogist 3 B Creature -- Elf Warlock Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, mill three cards. Then if there is an Elf card in your graveyard, each opponent loses 2 life and you gain 2 life. (To mill three cards, put the top three cards of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnhand Eulogist 3 B Creature -- Elf Warlock Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, mill three cards. Then if there is an Elf card in your graveyard, each opponent loses 2 life and you gain 2 life. (To mill three cards, put the top three cards of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Elf B/G B/G B/G Creature -- Elf Scout When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eclipsed Elf B/G B/G B/G Creature -- Elf Scout When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eclipsed Elf B/G B/G B/G Creature -- Elf Scout When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eclipsed Elf B/G B/G B/G Creature -- Elf Scout When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eclipsed Realms Land As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eclipsed Realms Land As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eclipsed Realms Land As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eclipsed Realms Land As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

As this artifact enters, choose a creature type.

Spells you cast of the chosen type cost {1} less to cast.

When this artifact enters and at the beginning of your upkeep, look at the top card of your library. If it's a card of the chosen type, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.

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1 B

Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)

3/1

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① ②

Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, behold an Elf or pay {2}. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

{T}: Add {G}{G}. Activate only if there is an Elf card in your graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, behold an Elf or pay {2}. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)
{T}: Add {G}{G}. Activate only if there is an Elf card in your graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

As an additional cost to cast this spell, behold an Elf or pay {2}. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)
{T}: Add {G}{G}. Activate only if there is an Elf card in your graveyard.

2/3

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2GG

Trample
This creature gets +1/+1 for each creature you control and each creature card in your graveyard.

0/0

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Moon-Vigil Adherents ②⑥⑥ Creature -- Elf Druid Trample This creature gets +1/+1 for each creature you control and each creature card in your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moon-Vigil Adherents ②⑥⑥ Creature -- Elf Druid Trample This creature gets +1/+1 for each creature you control and each creature card in your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moon-Vigil Adherents ②⑥⑥ Creature -- Elf Druid Trample This creature gets +1/+1 for each creature you control and each creature card in your graveyard. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Morcant's Eyes ①⑥ Kindred Enchantment -- Elf At the beginning of your upkeep, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {4}{G}{G}, Sacrifice this enchantment: Create X 2/2 black and green Elf creature tokens, where X is the number of Elf cards in your graveyard. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Morcant's Loyalist (1)(B)(G) Creature -- Elf Warrior Other Elves you control get +1/+1. When this creature dies, return another target Elf card from your graveyard to your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Morcant's Loyalist (1)(B)(G) Creature -- Elf Warrior Other Elves you control get +1/+1. When this creature dies, return another target Elf card from your graveyard to your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nameless Inversion (1)(B) Kindred Instant -- Shapeshifter Changeling (This card is every creature type.) Target creature gets +3/-3 and loses all creature types until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Safewright Cavalry (3)(G) Creature -- Elf Warrior This creature can't be blocked by more than one creature. {5}: Target Elf you control gets +2/+2 until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scarblade Scout (1)(B) Creature -- Elf Scout Lifelink When this creature enters, mill two cards. (Put the top two cards of your library into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scarblade Scout (1)(B) Creature -- Elf Scout Lifelink When this creature enters, mill two cards. (Put the top two cards of your library into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scarblade Scout (1)(B) Creature -- Elf Scout Lifelink When this creature enters, mill two cards. (Put the top two cards of your library into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scarblade Scout (1)(B) Creature -- Elf Scout Lifelink When this creature enters, mill two cards. (Put the top two cards of your library into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp

Basic Land -- Swamp

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

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Unbury

① ②

Instant

Choose one --

- * Return target creature card from your graveyard to your hand.
- * Return two target creature cards that share a creature type from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbury

① ② B

Instant

Choose one --

- * Return target creature card from your graveyard to your hand.
- * Return two target creature cards that share a creature type from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Emissary

G

Creature -- Elf Assassin

Deathtouch
Whenever another creature you control enters, you gain 1 life.

1/1

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Blossoming Defense

G

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense

G

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sidebar]

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Bogslither's Embrace

① ②

Sorcerv

As an additional cost to cast this spell, blight 1 or pay {3}. (To blight 1, put a -1/-1 counter on a creature you control.)
Exile target creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bogslither's Embrace

① B

Sorcerv

As an additional cost to cast this spell, blight 1 or pay {3}. (To blight 1, put a -1/-1 counter on a creature you control.)
Exile target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

As an additional cost to cast this spell, blight 1 or pay {3}. (To blight 1, put a -1/-1 counter on a creature you control.)
Exile target creature.

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2 G

Flash
Reach

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Flash
Reach

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Changeling (This card is every creature type.)
Target creature gets +3/-3 and loses all creature types until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Changeling (This card is every creature type.)
Target creature gets +3/-3 and loses all creature types until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Changeling (This card is every creature type.)
Target creature gets +3/-3 and loses all creature types until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature you control gains deathtouch and lifelink until end of turn. When that creature dies this turn, create a 2/2 black and green Elf creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unforgiving Aim Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Create a 2/2 black and green Elf creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unforgiving Aim Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Create a 2/2 black and green Elf creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unforgiving Aim Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Create a 2/2 black and green Elf creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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